

Is this taking the Mickey? No, it's a new Game Boy experience!



Run amok with Darkwing Duck — exclusive NES action!

Parodius on the SNES — a real sight for sore eyes!



N-FORCE

THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

£2.25 No.4
October 1992

ZELDA TIPS FOR YOUR NINTENDO!

SNES

AXELAY



NES

CASTLEVANIA III



BOY

HUDSON HAWK





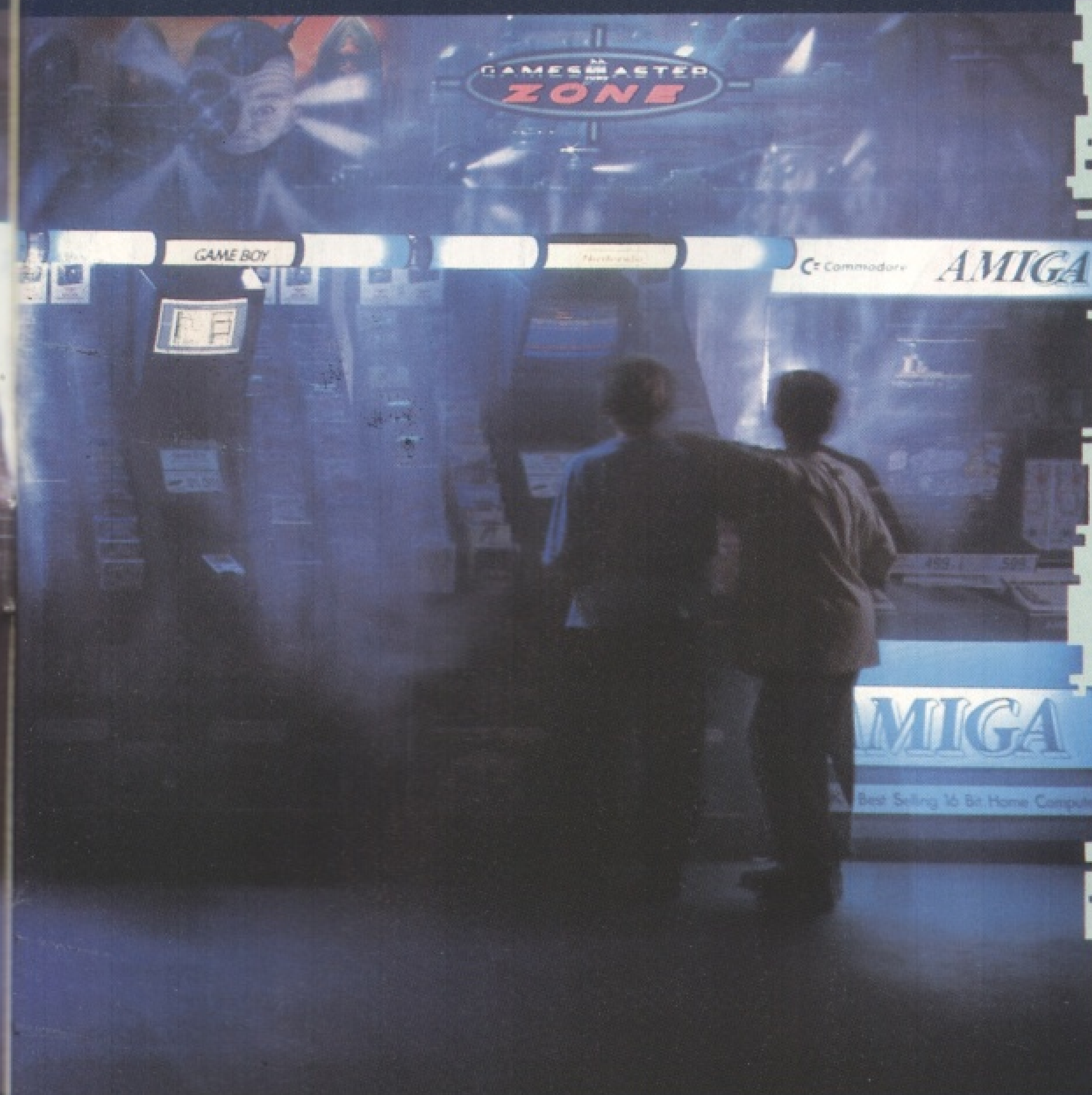
SNES AND GAME BOY EXCLUSIVES:

UNIVERSAL SOLDIER!

- SNES DINOSAURS, WARPSPEED, HOOK
- NES PAPERBOY 2
- BOY WAVE RACE, HIGH STAKES GAMBLING



TO ENTER THE GAMES
YOU MUST NEGOTIATE
TUMBLE DRYERS, DOD
AVOID WASHING MACH
SIDE-STEP GRANNIES.



SMASTER ZONE,

DGE FRIDGES,

HINES AND

Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

Check out the games in this place. There are literally hundreds of them. The latest and the greatest.

It's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

And more good news, buy any one of them and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).



The Zone is also a seriously hands-on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

In fact there are over 250 games, so it might be a good idea to check out the Comet Top Ten Chart for starters.

So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

COMET
YOU KNOW WHERE TO COME.

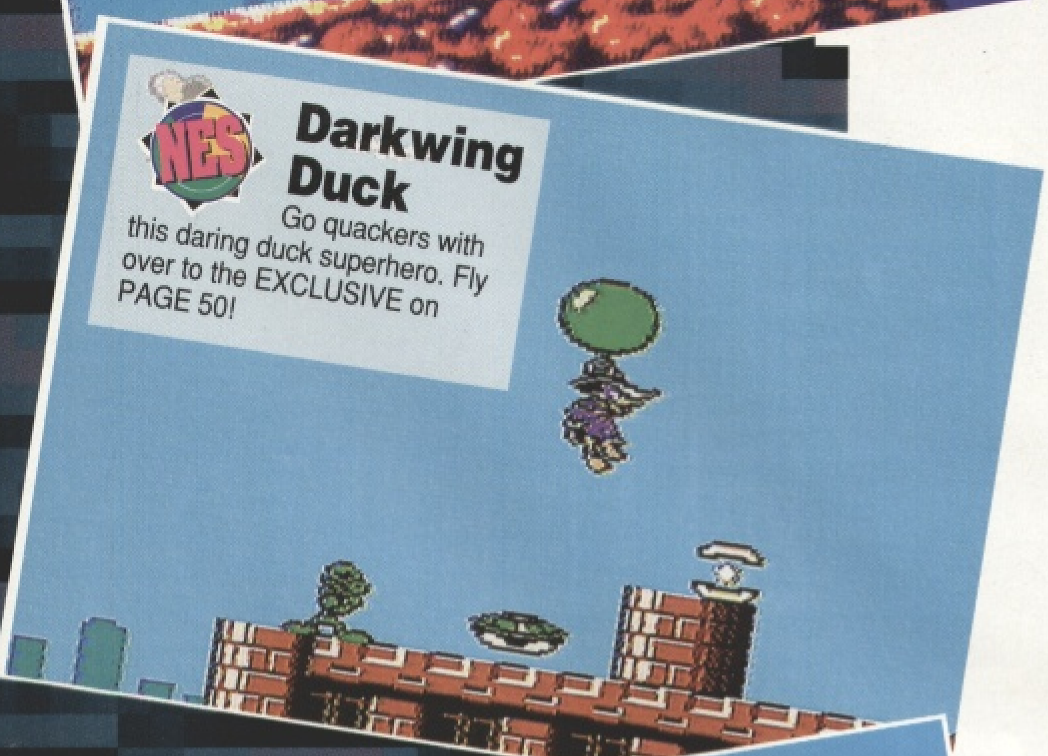
Reviewed!

line-up

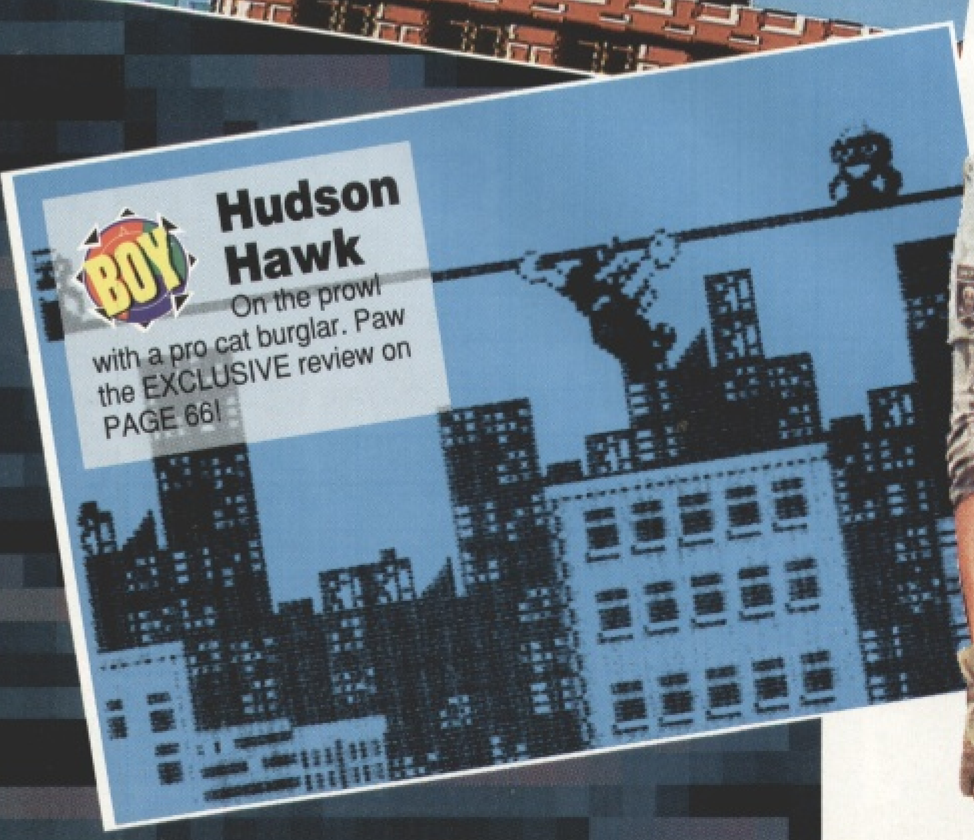
Nintendo gaming's never been so good!



Universal Soldier
SNES
A bulging biceps blow-'em-up! It's certainly hot stuff so dig into our futuristic exclusive on PAGE 12!



Darkwing Duck
NES
Go quackers with this daring duck superhero. Fly over to the EXCLUSIVE on PAGE 50!

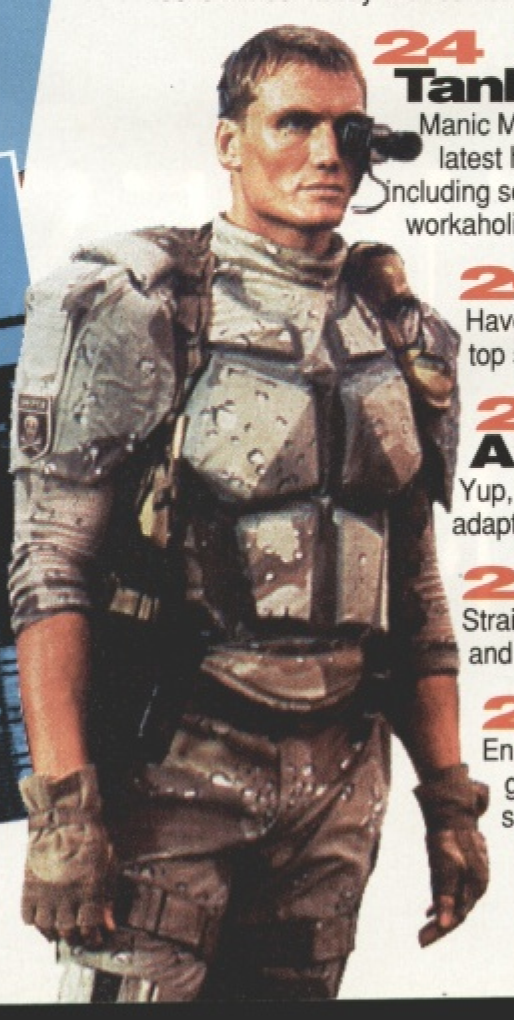


Hudson Hawk
BOY
On the prowl with a pro cat burglar. Paw the EXCLUSIVE review on PAGE 66!

Game Fiend Alley





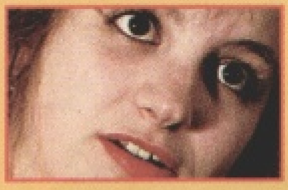


#4





N-FORCErs bring you more off-the-wall entertainment.



Ed Case

Greetings gaming grapplers! Big news this month is that Nintendo has launched an anti cart rental campaign. I believe this is a mistake. Rentals would give us gamers a chance to look before they buy thus cutting out all the drossy games which software companies have been getting away with producing for too long.

It wouldn't hit sales — if you love a game and wanna play it night after night, it gets too expensive to rent.

It's time Nintendo followed the lead of arch rivals Sega (spit, spit) and realised that renting is the future.



On the home front we've got a new designist — the lovely Clam. As you can see she's a real knockout (it's that left hook of hers) — I keep tripping over the N-FORCE gang's tongues cos of all the drooling they do over her — disgusting!

Clam's into crocheting male intestines, knitting straight jackets and bungi-jumping (without the rope). Dislikes being called Clam, anything rubber and albino moles.

Okay, that's it for now — May The Force Be With You an' all that jazz.

Ed

Reviewed this issue...

N-FORCE THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

N-FORCE is an independent magazine from Europress Impact Ltd, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW Tel: 0584 875851 Fax: 0584 876044

EDITORIAL
EDITOR
Lucy 'Ed' Hickman
ASSISTANT EDITOR
Nick 'Shades' Roberts
PRODUCTION EDITOR
Doug 'Oz' Green
STAFF WRITERS
Carl 'Gunns' Rowley
Chris 'Ace' Rice
CONTRIBUTORS
Marshal 'Manic' Rosenthal (USA)
Paul 'Flunky' Holmes

DESIGN
ART DIRECTOR
Oli 'Doodle' Frey
DESIGNERS
Charlie 'Chip' Chubb
Claire 'Clam' Morley
NES & SNES SCREENS
The N-FORCErs
GB SCREENS
Franco 'Techni' Frey
SCANNING
Mike 'Big chair' Parkinson

PRODUCTION
PRODUCTION MANAGER
Jackie 'Flapper' Morris
REPROGRAPHICS
Rob 'Owl' Millichamp

ADVERTISING
ADVERTISING MANAGER
Sheila 'Reserved space' Jarvis
ADVERTISING SALES
Michelle 'Metro' Kendrick
Pete 'DMs' Raybould
ADVERTISING PRODUCTION
Jo 'Gym slip' Lewis

COMMERCIAL
ASSOCIATE PUBLISHER
Eddie 'UCI' McKendrick
PUBLISHING DIRECTOR
Roger 'R' Kean
MANAGING DIRECTOR
Jonathan 'Mountain' Rignall
CIRCULATION MANAGER
David 'U-bend 'em' Wren

The editor's decision is final in all competitions. Full rules are available on request. We cannot undertake to return anything sent to N-FORCE unless accompanied by a stamped addressed envelope.

Printed in the UK by BPCC Business Magazines (Carlisle)

Distributed by COMAG

ISSN 0966-097X

europress IMPACT — CREATING 90'S READING

Flash!

Rentals — no way!

In Issue One we ran a newspiece suggesting that Nintedo cart rentals might have been just around the corner, with Acclaim looking at renting a range of their titles. Acclaim's Larry Sparks told N-FORCE that he believed games rentals were only a matter of time, and that it would provide a boost to the market in general.

No way, says Nintendo! The Big N's always said it was uninterested in renting games, but has never made the position clear for those shops and video stores who have been renting. But now the gloves are off.

Nintendo's UK distributor ,Bandai, has announced that it will be enforcing the anti-rental stand, if necessary with legal action. And it's joining forces with FAST (Federation Against Software Theft) to ensure the rules are complied with.

The trick is that it's illegal to rent game carts unless the copyright holder's permission is given, and Nintendo won't be giving that to anyone. Without it, a shop renting a Nintendo cart will be breaking the copyright law and may be subject to prosecution.

Though difficult to police properly, Bandai's director of marketing, Mike Hayes, is encouraging retailers and customers to inform himself or FAST of any Nintendo cart rental service they come across.

Derek Mann of the Video Trade Association told N-FORCE that he hoped Bandai would change its mind. 'There must be an awful lot of retailers already renting out carts,' he said. 'They've woken up to the fact that video games are the up and coming thing.'

Well we all knew that, but the 'look before you buy' option won't be one for US NES, SNES and GB owners. No doubt Nintendo have their own reasons, but down at the console-playing level, it seems a bit shortsighted, especially if you think that Sega owners can now legally rent their carts from a wide and expanding selection of titles.



Rented carts for SNES, NES and Game Boy are a big no-no as Nintendo puts its foot down and launches a countrywide anti-rental campaign.

● **Sega Europe recently announced a list of 116 Mega Drive, Master System and Game Gear carts which are available for rent from approved outlets all over Britain.**

Coins — another N-N-no

So how many ten-pees have you handed to Nintendo via those enticing little slots? Too many? But no more! The games giant announced in the USA that it's pulled out of coin-ops because they're not profitable any more.

Although Nintendo won't be developing new machines, it will continue to produce software and provide back-up for existing PlayChoice and Super System cabinets — still widely in use — which might be good news for some addicts. Better news still is that this move will allow the company to concentrate even harder on console games.

Bad TV show

The success of C4's *GamesMaster* has not only sparked off a bigger, better new series, it's also inspired competitors! Yorkshire TV has announced a brand new networked games series with the (dubious?) name of *Bad Influence*.

Kicking off Thursday 29 October, it runs for 13 weeks, presented by Andy Crane and a small-screen newcomer, Violet Berlin. *Bad Influence* will have to fight hard to avoid comparison with *GamesMaster*, but it's going to feature reviews by a regular panel of 'experts' (that's game fiends aged 10–16), a sort of *Desert Island Discs* called Cyber Island and a tips section called Back Door.

The biggest difference to *GamesMaster* will be the concentration on technology and hardware, looking at how computers work in the 'real world'… hmmmm.

A tale of two shows

Once there was the big London autumn computer show — this year you've got a choice of two!

From November 5–8 you can pop into Earls Court and visit the new Future Entertainment Show, featuring the National Computer Games Championship finals. In sudden-death play-offs in front of a giant video wall, regional winners playing on loadsa formats including SNES and NES, will be recorded for ITV's *Bad Influence* (see above item).

If you prefer the opposition — and a trip to Brum — December 4–6 you can nip into the NEC and visit Games-Master Live. Set around the popular TV show, it's also a fullscale exhibition, with some of the biggest in the land displaying Chrissy wares to temp your pocket money (or preferably bring a person with more earning power and a propensity for spoiling you). N-FORCE will bring you the news from both, if we can tear any of our lot from the bars.

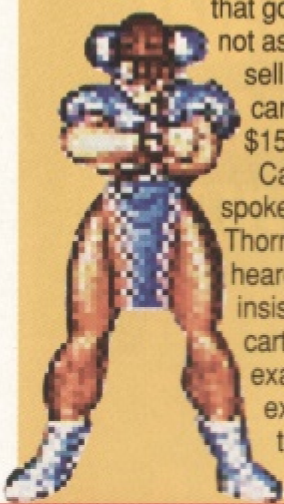
Rumour squashing





Rumours that the US version of *Street Fighter II* is 'watered down' from the Japanese original have been hotly denied by producers Capcom.

Some electronic stores in NYC are telling customers that the US version (which will also end up being the one that goes to Europe) is not as good. So they're selling the Japanese cart for a whopping $150 (£80).



Capcom spokesman Laurie Thornton said he'd heard the rumour but insisted: 'The two cartridges are exactly the same, except for English text replacing the Japanese text.'



The scare was started by a US video gaming mag which 'heard' the difference might exist, and decided to go ahead and tell the readers as if it were a fact — responsible huh?

You're nicked!

Even worse and bigger, physically anyway, is a lot of illegal circuit boards are showing up inside fake arcade coin-op machines touting themselves as *Street Fighter II: Champion Edition*. You can pick up this coin-op for about $1600 (£850) — no questions asked. Whether it's the officially licensed game, or a stolen or duped circuit board — hey, no questions remember?

But don't jump too quick on the queue, the FBI (Federal Bureau of Investigation) is working to clamp down on these illegal coin-ops in general. And *Street Fighter* in particular. ***Marshal Rosenthal***

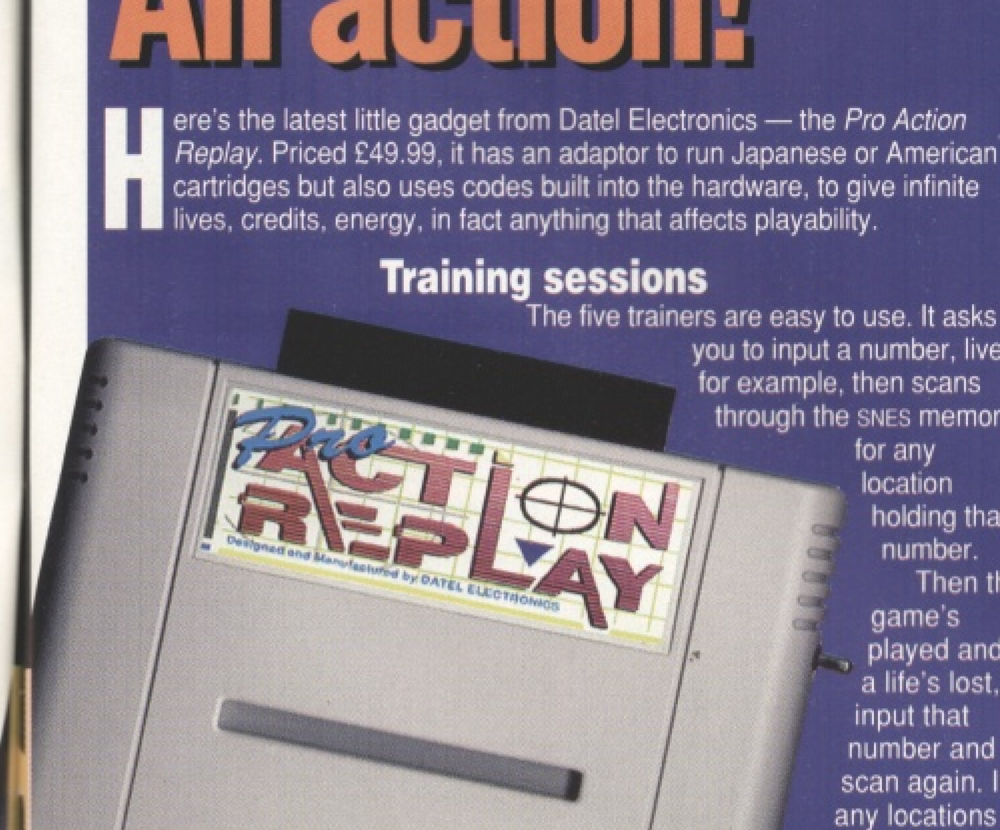


All action!

Here's the latest little gadget from Datel Electronics — the *Pro Action Replay*. Priced £49.99, it has an adaptor to run Japanese or American cartridges but also uses codes built into the hardware, to give infinite lives, credits, energy, in fact anything that affects playability.

Training sessions

The five trainers are easy to use. It asks you to input a number, lives for example, then scans through the SNES memory for any location holding that number. Then the game's played and if a life's lost, input that number and scan again. If any locations match, that's the one for infinite lives!

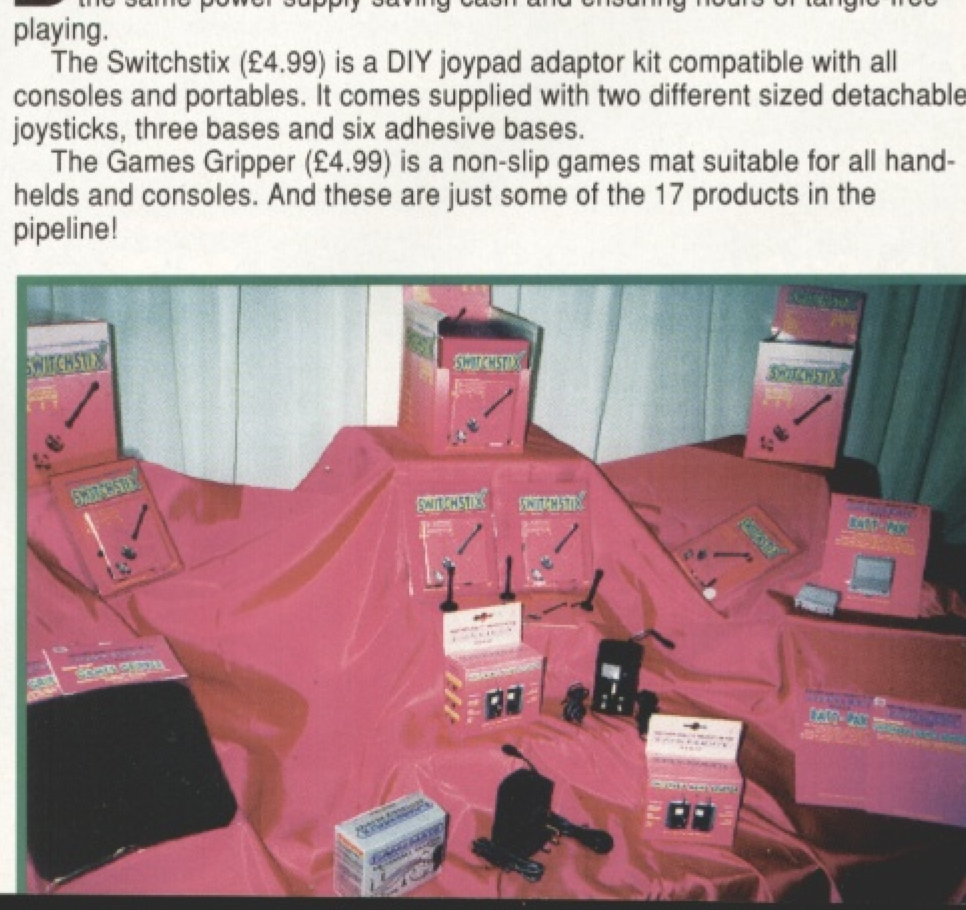


Boy oh boy!

Deekay (UK) has launched a range of games accessories known as the Gamebuddy series. The 6v and 9v switchable mains adaptor (£9.99) allows you to run a Gameboy, Game Gear, Master System and Lynx off the same power supply saving cash and ensuring hours of tangle-free playing.

The Switchstix (£4.99) is a DIY joypad adaptor kit compatible with all consoles and portables. It comes supplied with two different sized detachable joysticks, three bases and six adhesive bases.

The Games Gripper (£4.99) is a non-slip games mat suitable for all hand-helds and consoles. And these are just some of the 17 products in the pipeline!




U.K. スーパーNES発売に沸く英国 またまた専門誌が創刊したのだ

イギリスでは、スーパーNESが発売されるや、"ニンテンドー"がゲームファンの合言葉になるくらいのブームになっているってことは以前にも紹介したけど、またまたスーパーNESやNES、GBだけを専門にあつかうニンテンドー専門誌が創刊したので紹介するぞ。

この雑誌は「Nフォース」(ニンテンドーの力っていう意味だぞ）といって、ユーロプレスという出版社が創刊したもの。以前からパソコンゲームの雑誌を出していた会社なんだけど、空前のブームを目前にして、やはりニンテンドー専門誌創刊にふみきらざるをえなかったようだ。

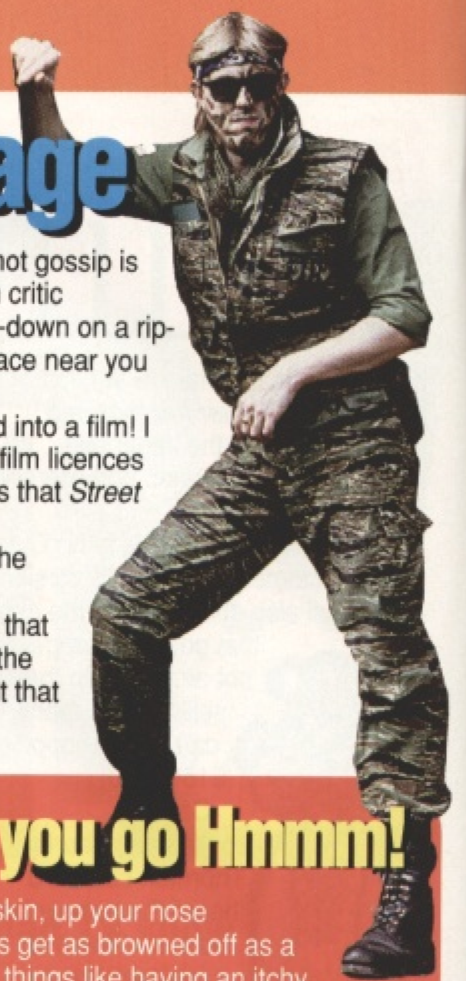
今回取材チームが入手した創刊号の表紙と巻頭特集は「ストリートファイターII」。やはりイギリスでも人気は高いようだ。しかし表紙のイラストはちょっとグロすぎる気もするよね。

Eastern promise

It looks like your friendly, neighbourhood N-FORCE but what's all that strange writing around the cover? Your fave read has made it halfway across the world and into a Japanese SNES magazine! My God, we get around don't we?

We haven't got a clue what they're saying, drop us a line if you know and scoop a mystery prize. It's a pity Ace can't understand Japanese really!

Gunn's Garbage



Listen up gun and game fiends, cos the hot gossip is here and how! Bazza Normanski — film critic extraordinaire recently gave me the low-down on a rip-roaring new flick due to hit a picture palace near you soon.

The Double Dragon series is being turned into a film! I always thought games were converted from film licences — but it's all going back-to-front with rumours that *Street Fighter II* is getting the same treatment!

Lastly, we investigated the claims about the Superscope having to be converted for your English SNES at costs of up to £25 and found that the actual task takes about ten minutes and the part needed cost just ten pence! How's about that for a rip-off?

You spin me round...

Take on the world, the universe and some serious bad-arses with the decidedly spiffy looking *Phalanx* coming soon from Kemco to an SNES near you. This revolutionary shoot-'em-up is a left/right horizontal scroller and uses masses of Graphics Mode 7 vertical spin and scroll bitz to create an amazingly realistic 3D effect. And the best bit is, the rest of the title is *The Enforce Fighter A-144* so it's gotta be a goodie! More on that when we get it.





Things that make you go Hmmm!

Do some things really get under your skin, up your nose and on your wick? Do you sometimes get as browned off as a very brown thing indeed? You know, things like having an itchy bum in church, washing powder commercials, soggy underwear and naval fluff... the list is endless.

Well in this brand new N-FORCE regular we want to know what really ruffles your feathers, gets on your pip and grates your gravy which must be accompanied by a wacky and highly amusing piccy — drawn or photographed.

Send your entries in to: THINGS THAT MAKE YOU GO HMMM, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW — best one gets a fab N-FORCE T-shirt.

Here's one to start you off with:



We at N-FORCE are all extreme *Sonic*-haters but we all went Hmmm very much indeed when we found that somebody had used the poor little blighter in a snuff movie (Sonic snuff, now that *really* gets up your nose). Oh well, c'est la vie and good riddance and all that!

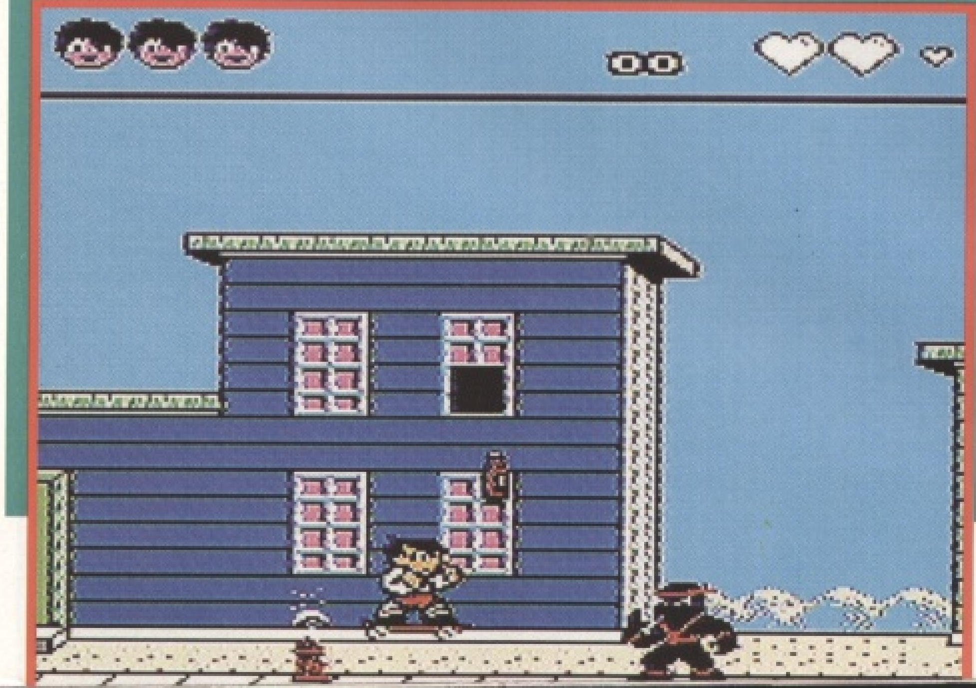
Wotta result! Maxi 15 — Nintendo 1

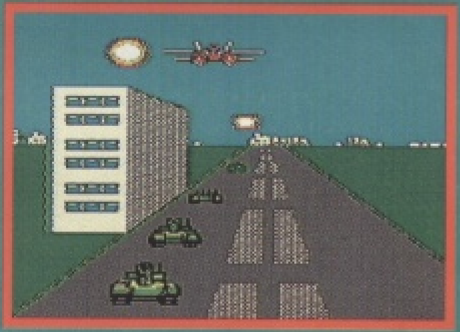
Fifteen games on one cart! Hard to believe but now for around £80 you can top up your NES with enough games to last until next year

The games are: *F-15 City War, Puzzle, Pyramid, Tiles of Fate, Krazy Kreatures, Double Strike, Dudes with Attitude, Venice Beach Volleyball, Stakk'm, Deathbots, Rad Racket Deluxe Tennis II, Chiller, Solitaire, Menace Beach* and *Shock Wave*.

There's all types of game included — okay, so they're mostly puzzle or converted board games and several are awful, but those that are good are well worth standard cart prices. This makes the compilation terrific value for money, even if you only enjoy a couple of the games.

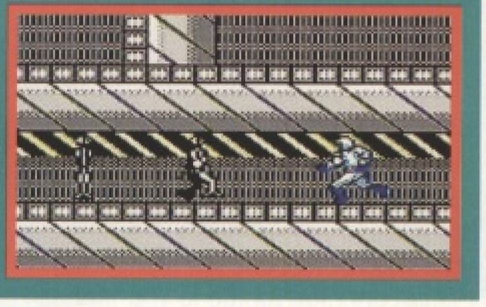
For further details phone Bob on (061) 860 4853.







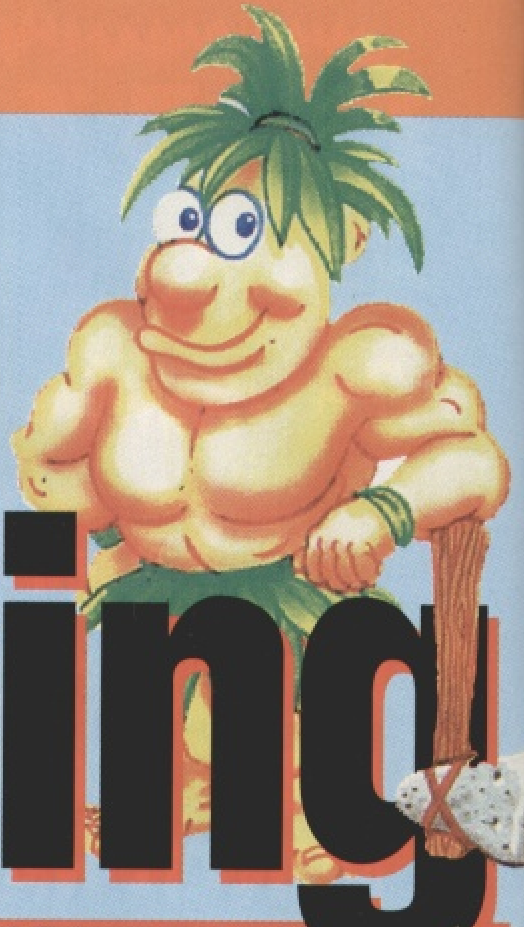
Serving up some tasty tennis action with Rad Racket Deluxe Tennis II — is that really Stephie Graf?



Just a quiet skateboard along the beach and the next thing you know there's some ninja turkey with Katanas standing in your way (left).


EXCELLENT!
GAME GENIE™ is here!
INFINITE LIVES
JUMP HIGHER
PUNCH HARDER
RUN FASTER
SKIP LEVELS
AND MORE!
Game Genie™ lets you create effects like these on most popular games for the entertainment system manufactured/marketed for and on behalf of Nintendo Kabushiki Kaisha (Nintendo Company Limited (Japan). Use the simple instructions in the Game Genie™ codebook, and take command of your video games!
OVER 1,000 EFFECTS!
GAME GENIE
VIDEO GAME ENHANCER
"Excellent!"
N-FORCE
"A brilliant device"
TOTAL! mag 92%
"...spookily groovy...!"
GAME ZONE
GAME GENIE
VIDEO GAME ENHANCER
HAS THE ANSWERS!
GAME GENIE™
HELPLINE
Information and new codes
0843 231 088
Monday-Friday 12.00 - 19.00 Saturday 08.00 - 12.00
CALLS CHARGED AT STANDARD RATE
Game Genie™ is licensed by Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo Kabushiki Kaisha (Nintendo Company Limited (Japan)). Galoob is a trademark of Lewis Galoob Toys, Inc.
Distributed in UK by Hornby Hobbies Ltd., Westwood, Margate, Kent CT9 4JX
INVENTED BY CODEMASTERS™
It's the Game Genie
Plug in your game
Connect to deck
Game Genie™ is availabe from Argos, Toys "R" Us, Woolworth, Virgin, Debenhams, WH Smiths, Beatties, John Menzies, Childrens World and all the best computer games shops, video stores and mail order catalogues.

Caveman Clubbing



This is your chance to win one of the most addictive platform beat-'em-up games of the year. Get out your club and follow Elite and N-FORCE to the winning post.





Whoaaa!! What's going on?!
All the N-FORCErs were sitting around playing *Joe & Mac* when there was a flash of bright white light and we ended up in the game (shock, horror!) Tell us what you think our first words were, and you could win a copy of the game!

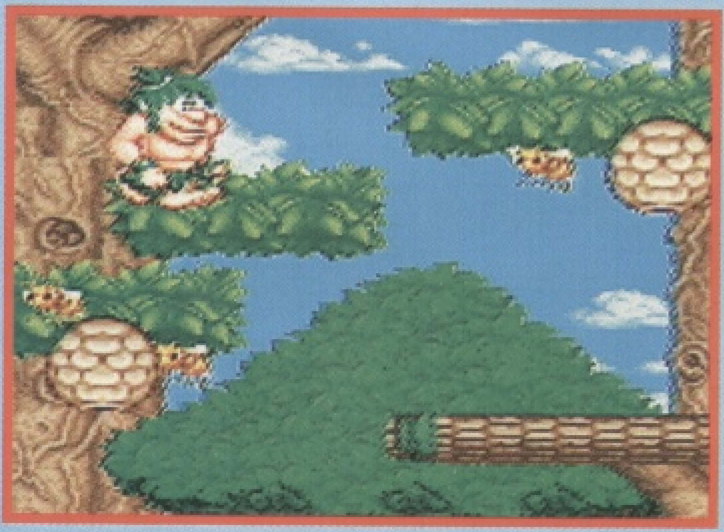
The game is of course *Joe & Mac Caveman Ninja* on the SNES, an excellent arcade conversion with plenty of smart graphics and some boppy tunes.

Joe and Mac were two peaceful cavemen until one day all their women were kidnapped by a rival tribe. They weren't going to stand for this, so set about rescuing the damsels in distress and bashing lots of dinosaurs along the way. With nine levels of action and some mean end-of-level dudes, this game'll keep arcade fiends happy for ages.

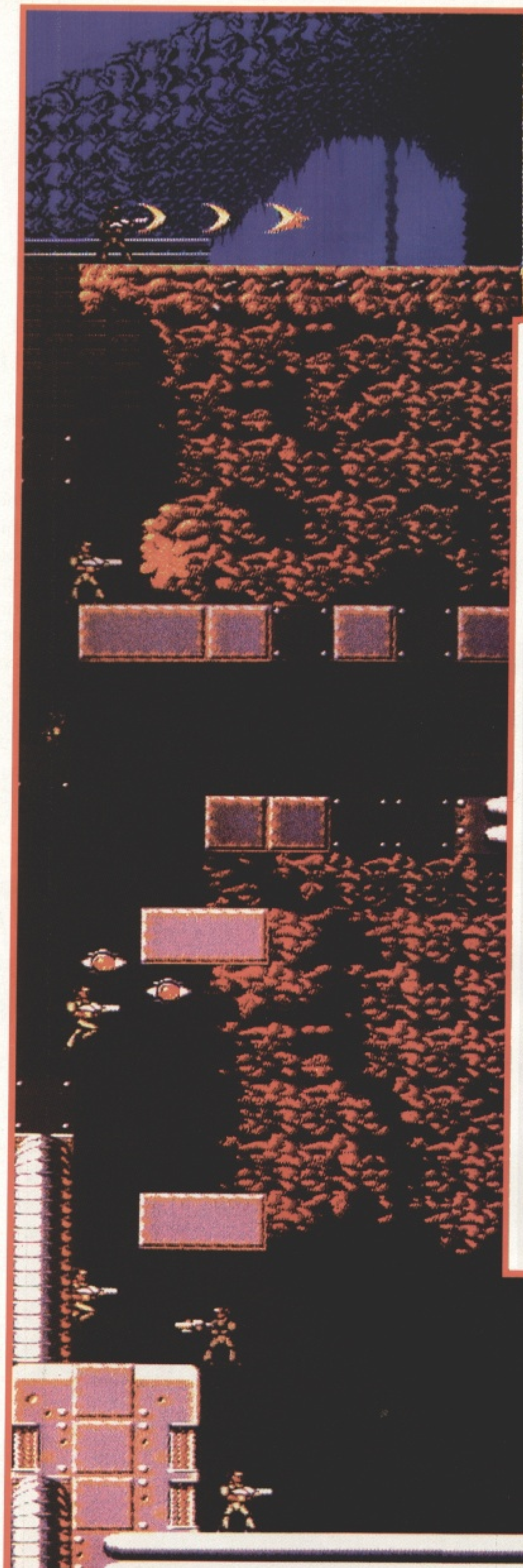
Lucky dino dip

To celebrate the release of this great adventure game we've got ten copies of the SNES cart and 50 superb posters for lucky runners-up. All you have to do is write down what you think each N-FORCEr is saying in the wild and wacky Joe and Mac Caveman Ninja picture opposite.

Send your thoughts along with your name and address to: WHERE THE HELL AM I?, N-FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE, SY8 1JW to reach us no later than October 2.











Univer



There's blood, there's mangled bodies, there's screaming children, and then there's the Manic Marshal. Need we say more...

The manic missions

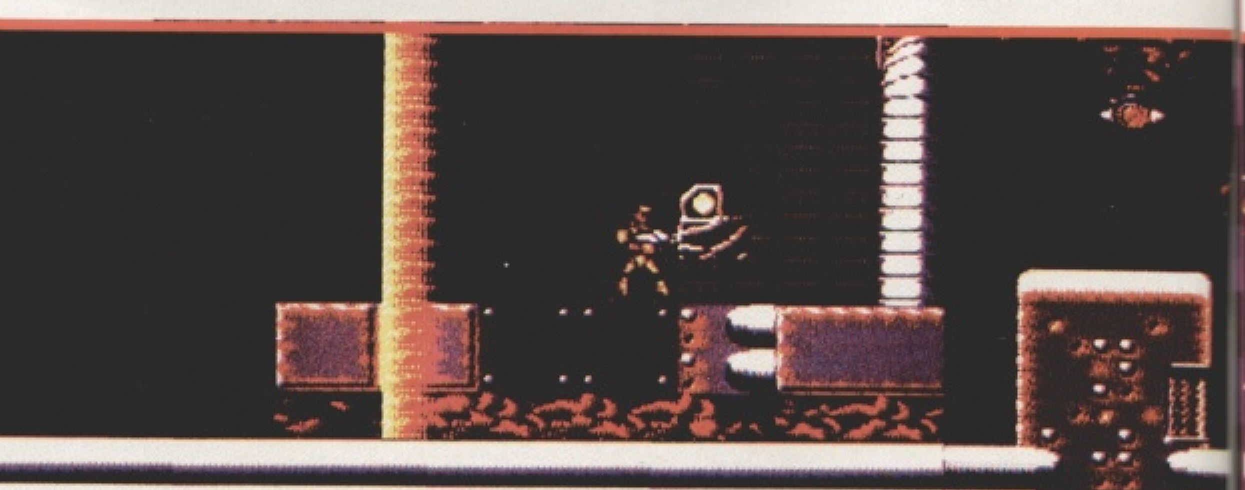
Vietnam: fight your way through the brush and over the ragged countryside until you get out. The initial battle with Sgt Scott culminates in this world.

Present Time — the DAM: now you're the Universal Soldier. Take on military hardware as you seek to figure out what has happened to you. This means helicopters, more goons, the dreaded 'eye-piece' boss and the huge armoured Unisol truck.

The Desert: chased by everything possible on wheels as well as foot. Huge Unisol trucks are out to grind you into paste.

Enemy turf: there are pounding machines, conveyor belts and more armed guys. The ultimate challenge awaits — your old Sarge, Andrew Scott. One Universal Soldier with a really bad attitude. And what he wants most is to tear your head right off!











Blasting away in an underground cavern — the future's no place for the faint hearted!

rsal Soldier

Vietnam. Killing. Death. A bad day. The village is full of dead bodies. But your tour of duty's up, it's time to head home — 'cept your Sarge got other ideas. Like wiping out 'the traitors, the goons, all of 'em.' Just like he did to almost everyone here — like he's gonna do now while you watch. You can't let innocent people suffer, you gotta stop this madman. But he stops you — with lead, bullet after bullet. Even as your body falls into the mud, even as you pump .45 after .45 into his chest as his face leers at you and you both fall.

> **"You're the Universal Soldier, and you must survive"**

The killing machine...

Now you're alive again. A secret government team has reassembled you and your Sarge — you're the Universal Soldiers. There's no emotion, no thoughts. Just the willingness to obey orders until a twist of fate brings back your humanity, your memories. And Sarge remembers too and he's comin' to get ya!

Universal Soldier comes from the smash hit movie starring Jean-Claude van Damme (Luc) and Dolph Lundgren (Sgt Scott). You play Luc, a plain US Army grunt. But not plain for long. Before the game's begun, you've already died once. The trick's to keep it from happening again.

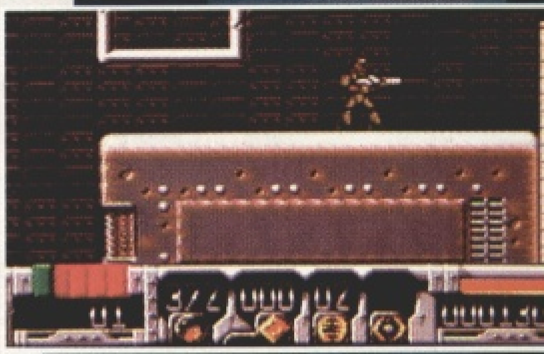
There are four worlds, stretching over 11 levels filled with power-ups goons and bad guys. Plus hefty end-of-level bosses as well.

Take on strange beasts, metallic monsters, other worldly bizarrities and, of course, your old enemy — the Sarge. He's after your blood, cos remember you're the one who filled him full of lead at the start. You're forced underground, beneath the sea, in strange caverns where the light fades from the walls. There's a time limit and password on each level.

The background and characters look good. Animation's smooth and easy on the eyes, characters stand out while FX and music do the job.

Just remember who you are kid, ya just ain't anybody — you're the Universal Soldier and you must survive.





As Luc you're going to meet plenty of baddies in this collosal shoot-'em-up — and need a steady trigger finger!



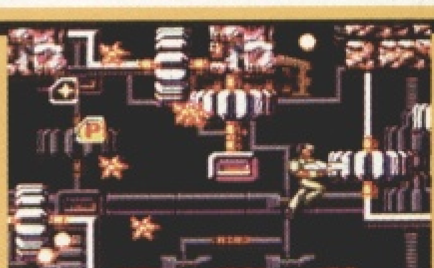


Kerboom — is that just exploding weapons, or did our hero have a good Vindaloo last night.



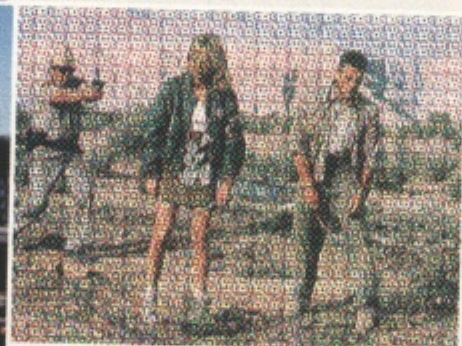


FORCEFAX



Use the power line to find invisible power-up blocks. Pound the hell out of it until all the goodies are gone. Don't waste another line in forcing the power-ups out either — exercise is good for ya

Universal Soldier for the Game Boy from



Universal Soldier BOY



The boys with the bulging biceps and big guns are back again, this time on your favourite hand-held. Cue the MANIC MARSHAL...

Okay, you can think I'm nuts if ya want — but the GB version of *Universal Soldier* is as good — if not better — than the SNES! Yeh, there's one less level in each of the four worlds, but who cares? The action on the green screen's lean 'n' mean.

There are no colours to get in the way, the controls are simple and there are passcodes and time limits for the levels here too.

Scenario's the same. You're still Luc, taking on the same menacing characters, the same big end bosses with their lethal weapons. Lots of those good tokens for extra lives, laser-shot power, multiple blasts, force shields and energy-level restorers — found by wiping out the enemy, or inside strange places like blocks.

Slice 'n' dice

The flying birds are a real pain and not worth shooting if ya can jump past them. Bad guys, on the other hand, should be wacked quick!

Even with less levels the Game Boy version's a lot tougher. Ain't often this format's so good. Sometimes the program-heads go for a different approach all together, and just cram it down our throats with no regards for quality.

But to make a boy-cart that matches the fun of the SNES is quite a trick. A good job all round.




Platform after platform of blasting the bad guys, mauling and creating general mayhem — *Universal Soldier* on the SNES and Game Boy is a shoot-'em-up fan's dream!

Bits what help you!

- **Multiple Fire:** increase strength of shots.
- **Laser Token:** turns gun into a butt-kicking laser.
- **Bounce Shot:** allows lasers to ricochet of caves, walls.
- **Lightning Whip:** increases whip length (ooh, er!)
- **Force Field:** limited invincibility — make a mad dash for it.
- **Extra Power Line:** more useful than an extra clothesline.
- **Extra Life:** no guesses as to what this one icon does!
- **Power:** fully restores Luc's energy level (hey big boy!)
- **Wipeout:** destroys all smaller opponents on screen.
- **Diamonds:** collect 50 of the gleaming sparklers for a continue.



FORCEFAX

Don't be stupid and look where you tread! Falling down a hole means landing where bad news lives, and you ain't got that much energy to play with. It's better to finish the level intact than try and wack off every adversary.

Cyberdyne Systems

Access

VISA

ALL MEGADRIVE CARTS AVAILABLE

ALL NINTENDO CARTS AVAILABLE

ACCESS THE CYBERLINE(24 Hrs)

071 916 7620

0462 482652



CONTRA III



TURTLES IN TIME IV

SUPER NINTENDO

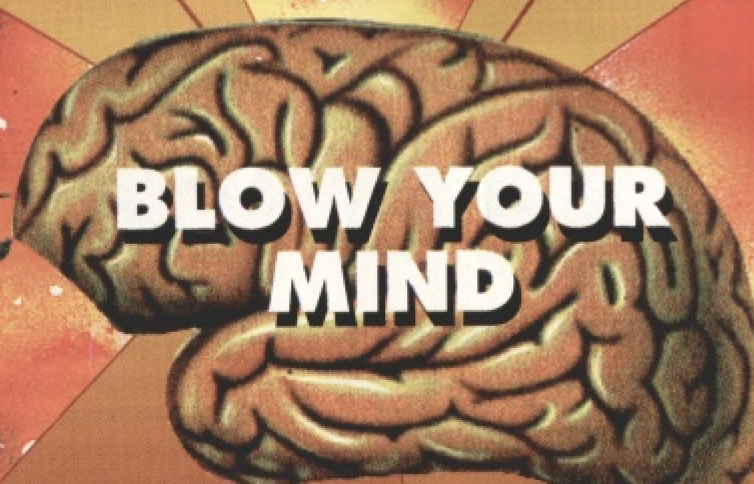
Streetfighter II	49.95
Bulls Vs Lakers	37.95
Contra III The Alien Wars	37.95
Castlevania 4	37.95
Final Fantasy II	37.95
Final Fight	37.95
Joe & Mac	37.95
Lemmings	37.95
PGA Tour Golf	37.95
Smash TV	37.95
Super Adventure Island	37.95
Super Aleste	37.95
Super Battletank	37.95
Super Bowling	37.95
Super Ghouls N ghosts	37.95
Super Soccer Champ	37.95
The Addams Family	37.95

SUPER NINTENDO

The Legend of Mystical Ninja	37.95
Thunder Spirits	37.95
Top Gear	37.95
UN Squadron	37.95
WWF Wrestlemania	37.95
Xardion	37.95
Zelda III	37.95

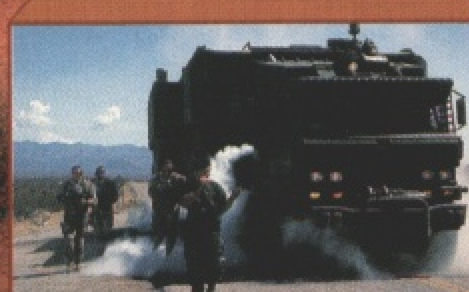
NEW RELEASES

American Gladiators	Call
Batman Return of The Joker	Call
Gun Force	Call
Hook	Call
Prince of Persia	Call
Out of This World	Call
Robocop 3	Call
STG Strike Gunner	Call
Turtles in Time IV	49.95



GAMEBOY GAMES

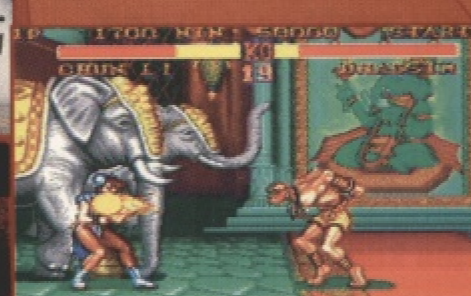
Batmen Return of The Joker	£22.95
Dragons Lair	Call
Hook	£19.95
Jeep Jamboree	£23.95
NBA 2 All Star Challenge	Call
Pit Fighter	£23.95
Super Battletoads	£22.95
Terminator 2	£19.95
Tiny Toons Adventures	£22.95
Toxic Crusaders	Call
The Addams Family	£19.95
The Blues Brothers	£22.95
The Prince of Persia	Call
Track Meet	£19.95
Yoshi	£16.95



UNIVERSAL SOLDIER

Postage & Packing

Games	£1.00
Adaptors	£1.00
Gameboy	£5.00
SNES Console	£7.50



STREETFIGHTER II



SMASH TV

HARDWARE

UK/USA/JAP Games Adaptor	£9.95
USA Super Nintendo Scart	£109.95
Gameboy + Game	£64.95
Streetfighter Joystick	Call

IF YOU CAN'T SEE THE GAME YOU WANT CALL!!!

ORDER FORM

Item	Cost
Total	

Name ....

Address ....

....

....

Postcode..............................

Phone ....

C/Card

Expiry Date ....

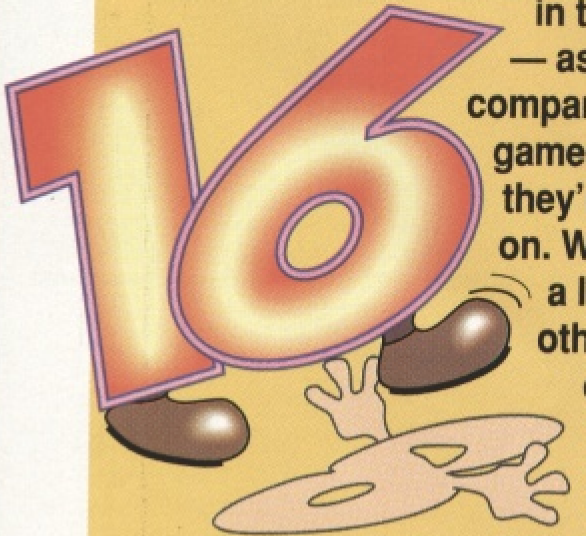
Signature ....

Please make cheques & Postal Orders out to Cyberdyne Systems
Send to: Cyberdyne Systems, Thanet House, 102 Thanet Street, London WC1H 9QG



Ed-lines

We're sorry to muck you about, guys an' gals, but I'm afraid SOB had to leave us — we found out he was actually Muffin the Mule. We're sure that's a criminal offence and we don't want that kind of pervert on our mag. Also he wanted more dosh so we had to try to beat him down. Unfortunately, Gunns beat him down so hard, he never got up again. So yours truly, the infamous Ed, is taking the hot seat cos let's face it — if you want a job doing well, you might as well do it yourself! Anyway, main topic of the month seems to be the 16-bit vs 8-bit battle. I reckon there's loadsa life in the NES and Game Boy yet — as long as the software companies keep producing the games, which it looks as if they're in danger of slacking on. Whaddya reckon? Drop us a line and let us know. Any other probs with your console, your love life, the universe, or whinges and jokes you'd like to air, write to: Ed Lines, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Best one gets a mean N-FORCE T-shirt..



Simply the best

I know everybody says this is the best mag in the world. Well they're wrong cos it's not the best in the world but the best in the universe. Shades, Gunns, Ed, Ace and the rest of the gang, I'd just like to say you're great! Please could you give me some information about *Aliens 3* on the NES.

If I said something rude to you and Gunns came to my door and kicked me in I'd still ask for his autograph — that's how much I think of you all.

■ *Mark O'Neill, Strathclyde, Scotland.*

My dear Mark, thank you for your sentiments — flattery will get you everywhere! But I'm afraid if Gunns came round and kicked you in you wouldn't have a mouth anymore to ask for an autograph with. *Aliens 3* is being developed by Probe Software — it's lookin' great and hopefully it will be out around Christmas time.

■ *Ed*

Blue skies

I'm not going to bother to say how utterly brill this mag is cos that's too obvious. Answer these questions in your usual brilliance and I should have no probs.

1. Does the SNES Universal Adaptor work for Jap SNES games as well as Yankee ones?
2. Why do you print letters as crap as Ben Jackson's in Issue 2? He said N-FORCE's artist, Oli, drew too much violence — look at his drawing for the *Tiny Toons* review! Anyway, violence is cute.
3. What code did you use in *Super Tennis* to get to the position photographed in Issue 2? The loser's swearing instead of saying 'Rats' and the net judge's sitting (like the constipated gimp he is) in centre court!

■ *Charles Sundt, Surrey.*

1. 'Universal' means it works on everything, so yes, it does go for Jap games as well as US ones!
2. Cos we ain't fascists, and if these sad gits want to spout their views who're we to argue (personally I think people with views like that ought to be given a frontal lobotomy with a rusty knife).
3. No code — get the Jap version and watch the air turn blue (we're not allowed to say 'st' in this mag)!**

■ *Ed*

Cheap and nasty

I recently purchased Issue 2 of your magazine to decide if there was anything for someone of my age (21) in these new game systems.

I was horrified at the language contained within a magazine obviously aimed at readers far younger than myself. I pity you for having to make cheap laughs this way.

I was concerned at the questionnaire/registration form which you intend to profiteer, with the help of Megaphone and whichever companies you sell the valuable information on the forms to.

As you and your staff are probably very young you are probably unaware that offering incentives to young children without asking for the signatures of a parent is completely immoral, and probably against the law.

I, for one, shall not take part in this scandal. I expect you will learn as you go on how not to run your magazine but I will not buy your magazine again, not for all the useless cover gifts you can muster.

I expect a responsible reply sent to my home. I do not wish to be at the blunt end of one of your numbered satirical replies on your self-praising letters page.

■ *Richard Henry, Nr Wrexham, Clwyd.*

What a lot of 'probably' — at the risk of sounding cheap, amoral and dishonourable — get a life or at least a sense of humour... Oh rats, 'R' says I've got to stop being numberedly satirical (?!?). Okay 'responsibly' speaking...

...our language is no worse than that encountered every day by any young 90s person.

I think we're older than you, sonny boy, and as for the charge of profiteering with our questionnaire — what rubbish! It's designed to let us know what readers think — they don't *have* to participate in the Club Card Page; and as for selling the 'valuable information' to other companies, it isn't much use without people's names and addresses, is it? (which they don't have to enclose). Also, under the Data Protection Act, there's a 'cop-out clause' where participants can prohibit the information being circulated.

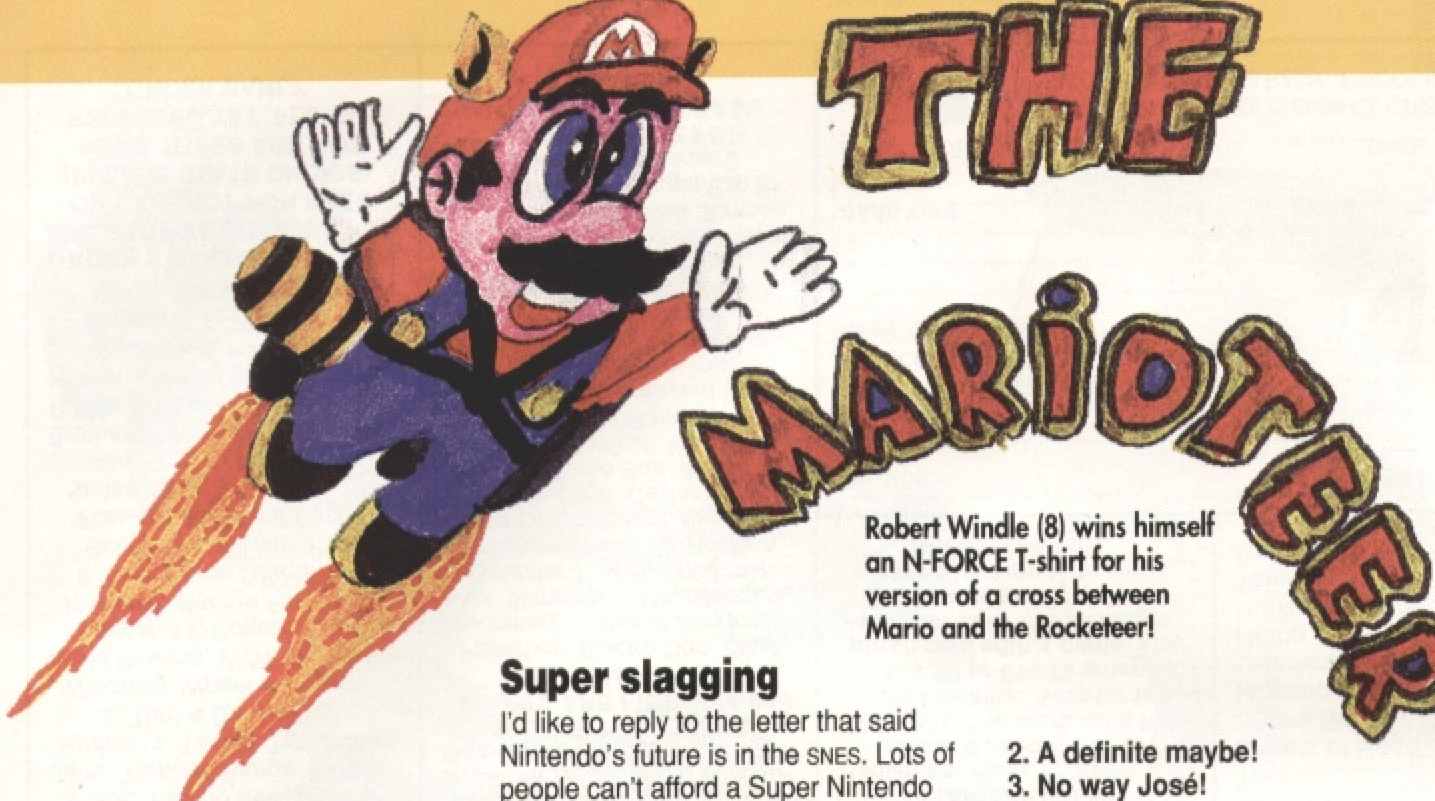
As for our covermounts, we try and give our readers the best at no extra cost and I'm sorry Mr Killjoy, but everybody else loved it.

■ *Ed*

Xpressions

I'd like to become a member of the club, so please can you send me details of the club and how I can use the Xpress Card.

■ *Gavin Perry, Ferryhill, Co Durham.*



Robert Windle (8) wins himself an N-FORCE T-shirt for his version of a cross between Mario and the Rocketeer!

We've had quite a few queries about this so for everybody who's written in, send a stamped addressed envelope to this address: N-FORCE CARD, Megaphone, Sandylands House, Morecambe, LA3 1DE.
■ ***Ed***

As helpful as a brick

In Issue 2 you looked at *Maxivision 15-in-1* — a great idea and being a tight git I hoped it'd save a few bob. My wife saw the game *Shanghai* is on the cart which she plays on a Sega (spit, spit, spit).

I was told to get the cart for our NES. Unfortunately, nobody's heard of it. I thought I'd try the NES helpline. Here's what they said:

Click: Hello, Nintendo helpline.
Me: *I'm trying to find a cart for the* NES, but I think it could be from America!
Them: American Eh. That's no problem, what's it called?
Me: *Maxivision 15-in-1*
Them: Silence!!
Me: *Hello, hello*
Them: Is this a cart with more than one game on?
Me: *Yes, Have you heard of it? (excitement.)*
Them: Sorry we know nothing of this game, it would not be approved, and it is not legal!!! Goodbye.

So, with the threat of legal action, the heavy mob, and my wife giving me grief, please tell me, where is this game? Otherwise I might have to get a Sega (spit, spit)!!
■ *R Nettel, Ashby de la Zouch, Leics.*

Hmm, sounds a bit more like Completely and Utterly Unhelpful Line to me, but I guess they couldn't spell that. Maxivision 15-in-1 is freely available in the States and you can get it in Britain from Prime Time Video, Tel: 061 860 4853. For Chrissakes don't succumb to the Sega temptation.
■ ***Ed***

Super slagging

I'd like to reply to the letter that said Nintendo's future is in the SNES. Lots of people can't afford a Super Nintendo even though they'd like one. It isn't very mature to slag off Nintendo and Game Boy owners. I don't think I'll buy N-FORCE any more if that's the sort of readers you have.
■ *Anon.*

Eh, eh, eh matey-peep — just cos we've got snotty readers who slag off eight-bit owners there's no need to take it out on us!
■ ***Ed***

Letter of the month!

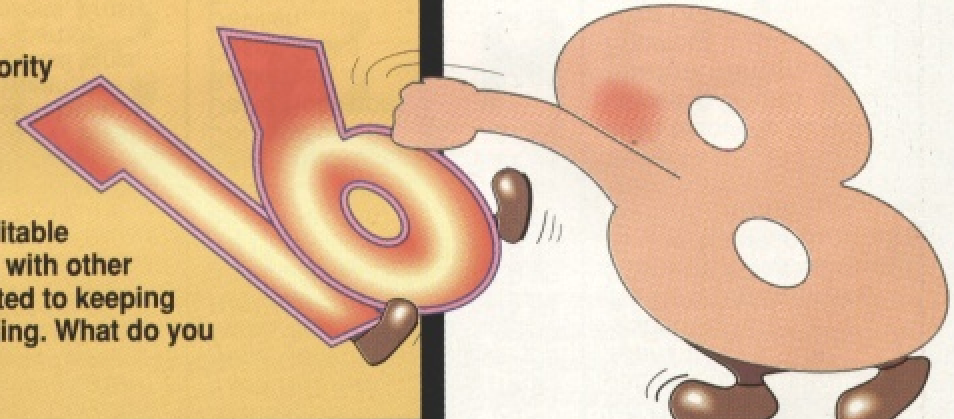
Pit nicking

I've not had my Nintendo for very long, so this is the first time I've looked at your mag and I think it's ace.

I'm writing in reply to the letter — 'Nit Picking' (Issue 2) particularly the last paragraph where the writer called the NES and Game Boy crappy. I know the SNES is brill but this is no reason to put us other users aside or make us feel small.

I think the NES and Game Boy still have a lot to offer.
■ *Lorraine Hayward, Runcorn, Cheshire.*

Hear hear! I think we all know the superiority of the SNES but I believe there's lots of life left yet in the Game Boy and NES — as long as software companies don't go with the flow and abandon 8-Bit developments in favour of the more profitable 16-Bit carts as has happened in the past with other formats. Here at N-FORCE, we're dedicated to keeping all the Nintendo machines alive and kicking. What do you think? Drop us a line and let us know.
■ ***Ed***



Rousing ratings

Your free gifts are good, your illustrations are good, your reviews are excellent, you're excellent! That's why I give you 100%. But I do have a few questions.
1. Does Oz do anything?
2. Are you going to use stickers as a free gift in the future?
3. Are you going to need any new presenters? I'd be happy to help!

Thanks for the praise. As to your questions:
1. Not if he can help it.
2. A definite maybe!
3. No way José!
■ ***Ed***

Ba ba ram

I was once a proud owner of a Sega Mega Drive and prior to that an NES. I've now sold up to get an SNES. Please answer the following:
1. What does the RAM chip do that's supposed to be out?
2. What's the best golf game?
3. What's the best and biggest platform game?
4. What's the best RPG (I love 'em)?
■ *Andrew Grant, Sheffield*

1. RAM chips? All computers and consoles have them; it stands for Random Access Memory, which is the machine's working memory. I haven't a clue what you mean when you say 'supposed to be out' because your console has plenty already!
2. The best I've seen's got to be *Pebble Beach Golf*.
3. The best and biggest is *Super Mario World* also, take a look at *Magic Adventure* and *Smart Ball*.
4. The SNES is great for RPGs too. *Zelda — A Link To The Past* is one of the most addictive games I've played.
By the way, how can you be a *proud* Mega Drive owner?!
■ ***Ed***

American pie

Congratulations on a great mag. It's absolutely BRILL. Enough of the compliments, now for the questions.
1. We lived in the US for three years and got a NES there. It works with a US TV and power supply but UK games don't work on it. What should we do?
2. Do you know anything about the colour Game Boy which's supposed to be coming out in Summer '93?
3. Why isn't the SNES top ten in chart toppers?
4. Can you convince my dad to get a SNES (please!!!)
■ *James Pharaoh, Knaresborough, N Yorks*

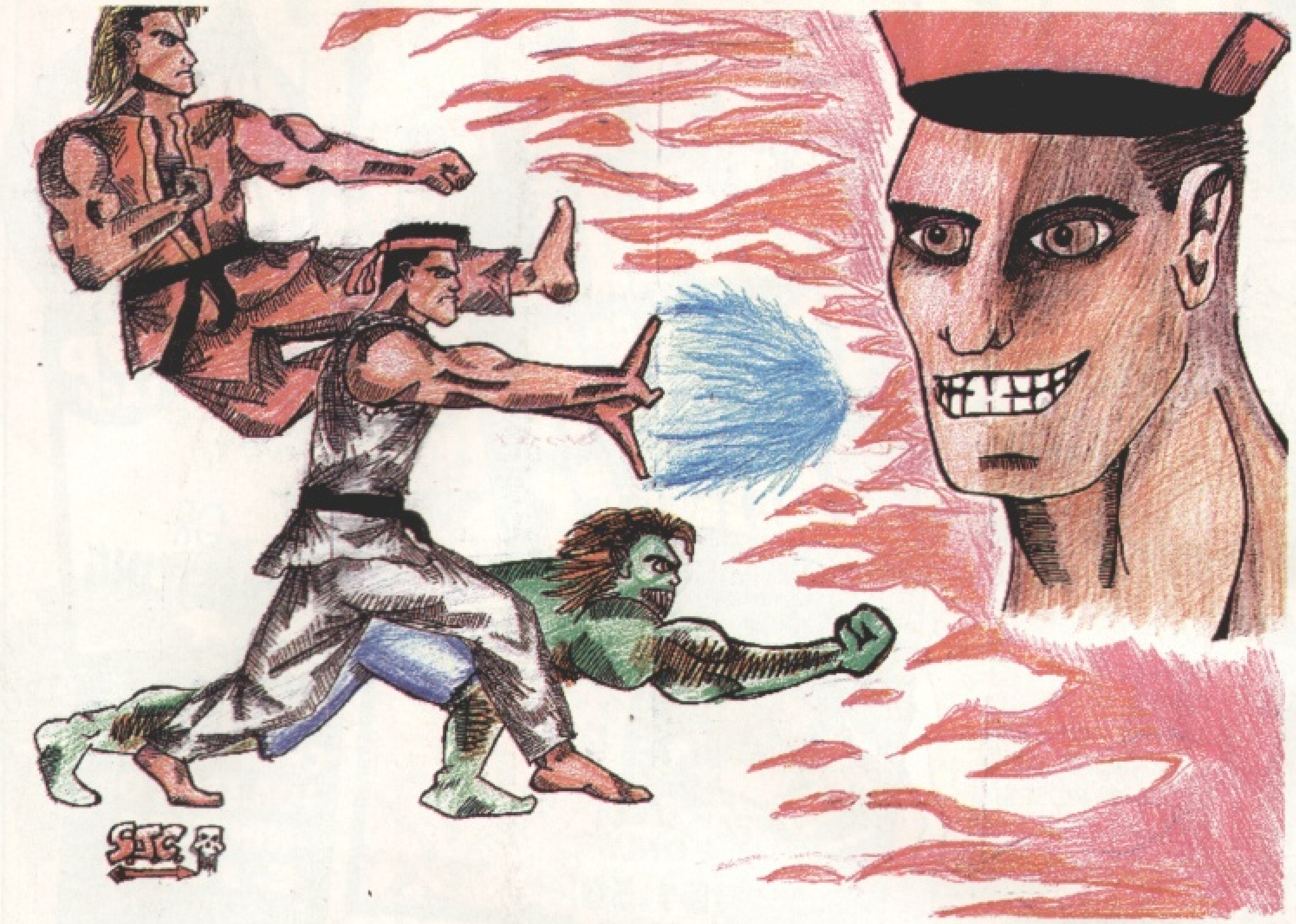
1. You can convert UK machines to run US games but I've never heard of going the other way! Try a local console dealer. The TV system in the UK is different from that of the States as well so you'll encounter problems there too.
2. I've actually seen a colour Game Boy! It's due to come out in the US very soon so!
3. At the moment there aren't enough official releases here, but as soon as there are, we'll have one!
4. Come on Mr Pharaoh — don't be a boring git all your life! Just take a look at some of the SNES games in this issue. How can you resist?
■ ***Ed***

Price of eggs

Your mag's great, colourful, interesting, etc, but I have a few queries to make.
1. On average, how much do games in the USA cost?
2. How much is *Street Fighter II* in the USA?
3. Are there any 15-in-one game carts in the USA?
■ *Ben Watson, Wirral, Merseyside*

1. Around $55 (£32).
2. Half what we pay! From $59 (£34)
3. Not a SNES one that we know of.
■ ***Ed***

This advertisement is upside down



Street Fighter II mania hits N-FORCE courtesy of Steven Cleary from Sussex. Well done Steve, there's a T-shirt in the post for you!

Enticing Ed!

After reading Final Showdown in the news section of this quite fantastic mag I noticed Ed saying she sacrificed her lingerie at the 6th International Computer Show. My feelings towards her have completely changed — she's turned from a boring woman to my number one lady! I wouldn't mind seeing her in her lingerie.

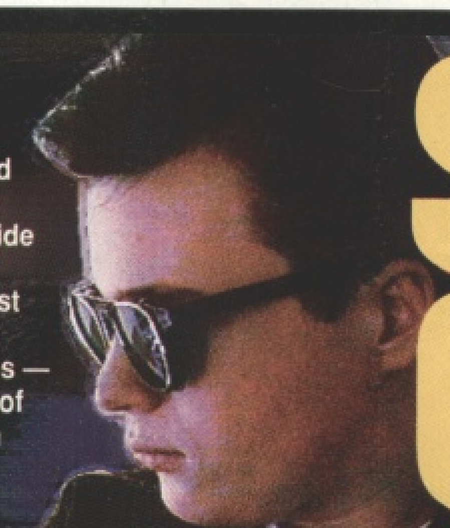
Oh, and by the way, there are two minor mishaps to an otherwise great mag. Firstly, Ace is an arrogant git also he's a Northerner which is really taking it too far. The drawings are crap, what does the artist think the youth of today are like.

■ *M. Beavis, London, E6*

Hey, I'm everybody's number one lady (if they know what's good for 'em — failure to think so often results in a kick in the teeth). I don't think my lingerie would suit you and I certainly don't want you gawping at me while you're wearing it anyway. Ace reckons it's better than being from the Big Smoke and at least and not being able to talk proper and as for Oli, he was suitably hurt but you can't blame him y'know — we keep him in a cupboard most of the time!

■ *Ed*

Shady Character



Welcome all N-FORCErs to the all new and amazing Shady Character questions and answers section. Anything you want to know about the techy side of SNES, NES and Game Boy just drop me a line and I'll do my best to put you straight. I can't be doing with all the minor quibbles — send all those to Ed. Just think of me as a kind of Claire Rayner in dark sunglasses and we'll get along fine.

Talking Game Boy

1. What's the best NES game, *Super Mario Bros 2* or *Duck Tales*?

2. My cousin Leigh thinks the SNES is crap. Please, please set him straight (he says Mega Drive's better).

3. My friend Hammy believes Game Boys can talk, is this true?

■ *N-Forcer, Somewhere*

1. Being a big fan of the small, fat Italian I'd say *Super Mario Bros 2* is best. It's got lots of levels to play and is packed with addictiveness!

2. What! A SNES crap? Hog wash! The Super Nintendo is infinitely better than the crummy Sega. It's got 32,768 colours, up to 128 sprites, special hardware rotation, 3D scaling and colour layering plus eight channel digital stereo sound! The Mega Drive doesn't come close on any of these points and as for graphical hardware, it's a Sega swear word! Wave that in your cousin's face!

3. Yes it's true! But only if you've got purple-spotted pink eyes and in-grown toenails (dork!)

■ *SHADES*

Splinterless

Dear Shades

1. Can you help me? On *Teenage Mutant Ninja Turtles* for the NES, where the hell is Splinter? I've looked everywhere with no avail. I've discovered that there's a warehouse all on its own on the right-hand side of the map (as you face it). If you beat the level, you go into a sewer. There's a jump in the sewer which I can't do. You say you're the best games players in the world — now prove it?

2. Oh, and while you're at it, could you tell me what I should buy next for my NES? I already have *SMB3*, and am considering *SMB2*, *Quattro Adventure*, *Battle of Olympus*, and *Dragon's Lair*. Which is the best for playability?

3. On failing this, which is the best RPG for the NES? I've got *Solstice* already, but I like the look of *Shadowgate*.

4. Will we ever see the Power Glove in Britain?

5. Will we ever see *Judge Dredd* on Nintendo. I know the game wasn't that good, but I'm a fan and will die if he appears on Sega first!

Congratulations on an excellent magazine, I'll buy every issue.

■ Joel Burton, Peterborough, Cambs.

1. Have you found the rope yet? It's a handy device for getting across gaps that are too big to jump. Just use it near the edge and it will stretch across allowing you to walk over.

2. All the games you mentioned are really good. *Dragon's Lair* is a bit too hard and *Quattro Adventure* is a bit easy, but does have four games for the price of one! *Battle Of* Olympus is highly frustrating so I wouldn't choose this. I would go for *Mario* again, but because I'm Mario mad!

3. Don't do it! *Shadowgate* is dire. Take a look at the *Adventures Of Link* games — they're much better.

4. I haven't seen one for sale yet. Ask around the mail order importers. They get lots of new stuff from America every week.

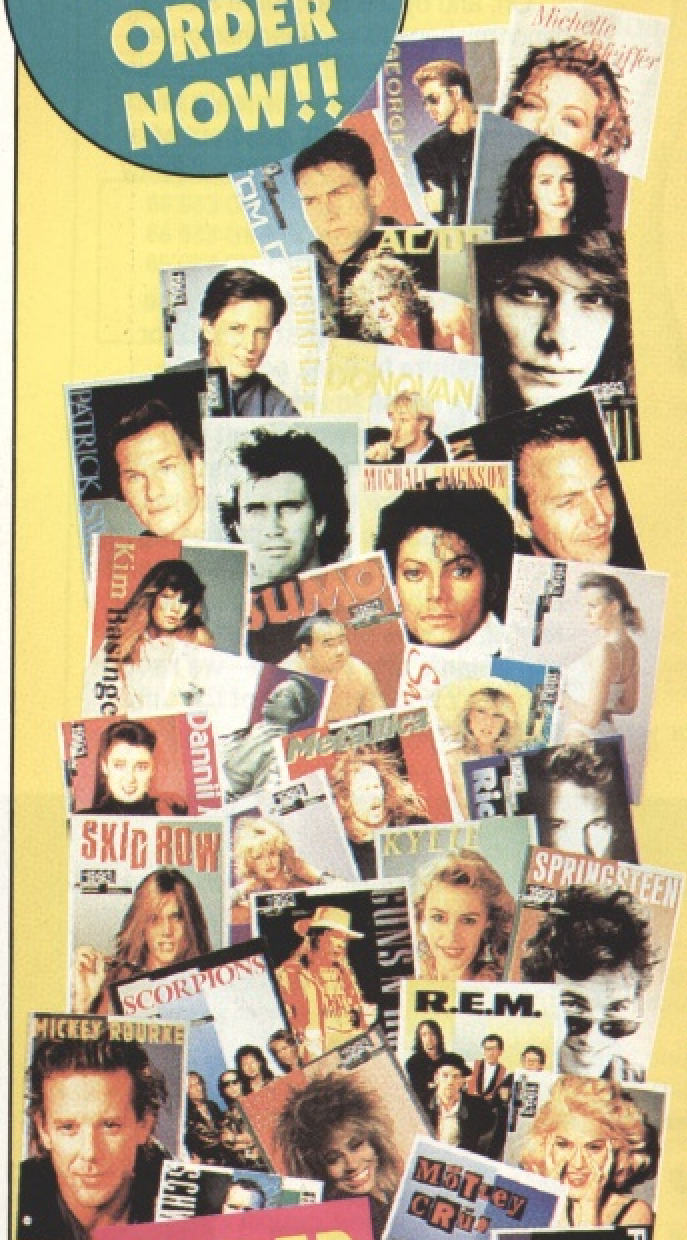
5. *Judge Dredd* on other formats was incredibly naff so I hope we never see it in the same form on Nintendo. But I'm sure some company will pick up the licence sooner or later.

■ *SHADES*

Want to know why you've got greasy hair, acne and no girls fancy you? Want to know the capital of Hungary or even the latest Super Nintendo release? Pop your query on a letter or postcard and send it to: Shades, Shady Character, N-FORCE, Europress Impact, Temeside, Ludlow, Shropshire, SY8 1JW

1993 CALENDARS

LIMITED SUPPLY ORDER NOW!!



- KIM BASINGER
- KEVIN COSTNER
- TOM CRUISE
- MICHAEL J. FOX
- RICHARD GERE
- MEL GIBSON
- MARILYN MONROE
- MICHELLE PFEIFFER
- JULIA ROBERTS
- MICKEY ROURKE
- SCHWARZENEGGER
- PATRICK SWAYZE
- AC / DC
- BON JOVI
- CLIFF,
- JASON DONOVAN
- SAMANTHA FOX
- GUNS N' ROSES
- JIMI HENDRIX
- MICHAEL JACKSON
- KYLIE
- MADONNA
- METAL LADIES
- METALLICA
- GEORGE MICHAEL
- DANNII MINOGUE
- MOTLEY CRUE
- NEW KIDS
- PRINCE
- EROS RAMAZZOTTI
- R.E.M.
- SCORPIONS
- U2
- SKID ROW
- SPRINGSTEEN
- TINA TURNER
- DREAM GIRLS
- SUMO

12 FULL COLOUR PIN UPS IN EACH

ONLY £5.99 EACH INC POST & PACKING

AVAILABLE NOW!!!

MAIL ORDER MADNESS

STICKER PACKS!! CHOOSE FROM BEVERLY HILLS 90210 OR WRESTLING

JUST 99p EACH

HAVE FUN WITH THE BIG VALUE JOKE PACK



ONLY £1.50 INC P&P

90210 FACT PACK PLUS POSTER ONLY £1.50

CONSOLE CHEAT BOOKS FOR SEGA OR NINTENDO £1.50 PLEASE STATE WHICH

BIG VALUE T-SHIRTS

JUST £2.99 EACH INC P&P

WRESTLE MANIAC T-SHIRT





ACNE T-SHIRT



90210! GET YOURS NOW

CONSOLE CRAZY T-SHIRT GET YOURS NOW!!!!



ORDER FORM

WRITE WHAT YOU WANT HERE!!

	SIZE	QTY	PRICE

TOTAL AMOUNT DUE →

- I ENCLOSE A CHEQUE/P.O. FOR ....

PAYABLE TO "THE MEGA MAIL ORDER C° LIMITED"

- PLEASE DEBIT MY ACCESS/VISA CARD

CARD N° ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

CARD HOLDER'S NAME ....

EXPIRY DATE ....

CARD HOLDERS SIGNATURE ....

NAME ....

ADDRESS ....

....

.... POSTCODE ....

SEND TO MEGA MAIL ORDER C°, SANDYLANDS HOUSE MORECAMBE, LANCASHIRE, LA3 1DG

PLEASE ALLOW 28 DAYS FOR DELIVERY

HOW TO PAY

YOU CAN PAY BY CHEQUE/POSTAL ORDER OR INTERNATIONAL MONEY ORDER. ALTERNATIVLY YOU CAN PAY BY ACCESS OR VISA. PLEASE ENSURE THAT YOUR ORDER FORM IS COMPLETED CORRECTLY AND THE CORRECT AMOUNT ENCLOSED


THE BIGGEST COMPETITIONS THE BEST PRIZES
SOMEONE IS GOING TO WIN IT COULD BE YOU
WE'VE GONE PUPPET POTTY!
IT'S FAB
WIN WIN WIN WIN WIN
RARE COLLECTOR'S MODELS
WIN ALL THIS!
CALL 0839-550009
YES EVERYTHING
WIN A TRIP TO CALIFORNIA
PLAY THE CALIFORNIA QUIZ!!
0839-550010
2 WEEKS
YOU COULD BE THERE
SEE THE REAL BEV' HILLS
CALLING WRESTLE FANS!!! TAKE A LOOK AT THIS!
WIN THIS HUGE PILE OF WRESTLING GOODIES!!
0839-550011
WIN! BOTH THESE INSANE REMOTES
CALL 0839-550012
BE A POPSTAR WITH THIS MOUNTAIN OF MUSIC MAKERS!!!
CALL 0839-550013
TEN OF THE BEST! 10 WRESTLING VIDEOS! YOU COULD WIN!
0839-550014
WANNA FIGHT?
IT'S WILD
WIN! £500 TO SHOP TILL YOU DROP
0839-550015
WIN ALL THIS!
CALL 0839-550016
CALL NOW!
THE acne CORNER
CALL BILLY BUTT NOW - OR ELSE!!
0839-550017
LISTEN TO THE BUTT RAP
0891-424182
CALL.. NICKY HUNT THE LYING PERSON
0839-550018
CALL VICTORIA SNOTTY
0839-550019
CALLS COST 36p / MIN. CHEAP RATE, 48p / MIN. ALL OTHER TIMES INC, VAT. PLEASE ASK PERMISSION BEFORE YOU CALL.
AVERAGE LENGTH OF CALL 5½ MINS WHICH WILL COST £1.98 AT CHEAP RATE.
© MEGAFONE LTD 1992. MEGAFONE, SANDYLANDS HOUSE, MORECAMBE, LANCS., LA3 1DG.



Can you waggle it, squeeze it, or slide it on? If you can, you're either kinky or it's a peripheral for your Nintendo. GUNNS knows all about add-ons so here's his lowdown of some bits for your Game Boy, NES and SNES — you need look no further.

Add-on Extra!



U-Force

NES

The latest in NES controllers, it generates a power field between the two screens which can sense the movements of either your hands or the steering control yolk, depending on which you prefer. This is a fun bit of kit but is EXTREMLEY hard to get used to — even after a month of trying! If you have the time and money then this could be for you, but think very carefully before you buy.

Force rating: 53%

Zoomer

● Euromax Electronics Ltd ● £49.99

NES

This is certainly an impressive looking control stick incorporating variable speed auto fire and slo-mo controls both which work well. With a tip up/down system for vertical movement it's best suited for flight sims, but the level of response is too low for fine control adjustments.

Force rating: 41%

Gizmo

● Euromax Electronics Ltd ● £49.99

NES

Quite a monster this — as big as your NES and with a wealth of features: one- and two-player selection, right or left-handed players catered for, dial-a-speed, turbo fire and headphone socket. Very solid with short precise travel on the stick, it would be a great buy apart from the fact that it costs as much as an NES!

Force rating: 60%

Zipper

● Euromax Electronics Ltd ● £17.99

NES

A bit of an improvement on the usual NES pads with the added bonus of dual auto fire and two-thumb sticks that slot into the centre of the direction pad. Strong and responsive, well worth a look.

Force rating: 77%

Game Light

● Special Reserve ● £9.99

BOY

Compact but low-powered light which slots onto the top of the Game Boy but results in a fair amount of glare from the screen.

Force rating: 81%

Stereo Amp

● Special Reserve ● £9.99

BOY

Real stereo sound for the Game Boy and it is loud! This really adds atmosphere to your games but at the price of extra weight and length.

Force rating: 71%

Magnilight

● Special Reserve ● £16.99

BOY

A vast contraption that slides on top of the Game Boy and comprises a powerful glare-free light and an adjustable magnifying lens. One of the best on the market.

Force rating: 85%

Care Pack
● Euromax Electronics ● £5.99

If you want to clean your machine then this is the one to buy, ideal whether you have a console or a hand held. Great value for money and is useful for the Game Boy, NES or SNES.

Force rating: 95%

Leda Case
● Special Reserve ● £9.99

A hard plastic carry case with room for the Game Boy and several carts also with a separate compartment containing cleaning fluid and cloth.

Force rating: 69%

Clear Lens
● Euromax Electronics ● £4.99

This handy replacement screen's simple to attach and looks no different from the original. It's great for fitting in when your old screen becomes too scratched.

Force rating: 95%



Zinger
● Euromax Electronics ● £16.99

Yuk! This is a very nasty bit of kit — sloppy control, fragile construction and an ergonomic nightmare. Who cares if it's got independent auto-fires for both buttons and suction feet. It still sucks big lemons.

Force rating: 19%

J.B. King
● Video Game Centre ● £59.99

This is a fantastic joystick, although it's possibly the largest on the market. It's solid, very responsive, has short firm stick travel, dial-a-speed auto fire on all six switches and adjustable button configuration. The only problem is that it's too damn expensive.

Force rating: 60%

Supercon 2
● KC's Consoles ● £12.95

Dashingly-styled in black, this somehow manages, remarkably enough, not to blend in with the good old SNES. However that's about the only thing wrong with it. Control's an absolute dream — being both firm and precise, the dual action turbo fire and the slow motion both work admirably. Ergonomically it's great — even after four hours playing I came away without the slightest blister or sore.

Force rating: 89%

Nuby Case
● Special Reserve ● £9.99

It's grey and purple and you can put your Game Boy in it, plus a few carts, but why you'd want to I wouldn't know. It doesn't provide a lot of protection for the Game Boy.

Force rating: 21%

Konix Holster
● Special Reserve ● £8.99

An all-encompassing rubber shield for the Game Boy which really does protect it from drops and bangs. It makes it difficult to get a grip on your boy but at the same time allows you access to all those important holes.

Force rating: 75%

Magnifier
● Special Reserve ● £9.99

Twice image size magnification's available from this lens which clips onto either side of the Game Boy. It's light, but durability may be a problem.

Force rating: 72%



That mad 'merican — Manic Marshal — came across the water for a visit this month. He's back in the Big Apple now though and his doctor says he'll get over it — as long as he keeps taking the tablets. Anyway, here's the latest and greatest from the fruity Yank...

The Yank Tank!

Game

Some of the best graphics on a sports sim this year come from Absolute with the aptly-titled *Amazing Tennis*. The game really pushes the SNES hardware.

A slightly overhead view from one player's position makes the court easy to view, and the speed of the action's both realistic and quick. Maybe you can't make Wimbledon, but this should satisfy you fine.



Luke-warm

It's still in development, but LucasArts *Super Star Wars* will be showing before year's end. Featuring extremely detailed characters and high-speed action sequences, you take Luke across the Tatooine desert in his Landspeeder, meet up with Han in the Spaceport and head out across the galaxy.

The ultimate battle will also occur, with Luke taking on Darth Vader himself in a fight-to-the-finish lightsaber duel.

The game uses Graphics Mode 7, which enables hardware scaling and 360 degrees high-speed rotation of objects. Movie-like sound effects and music, intense arcade action and 14 levels — from what I've seen so far, it's damn impressive.





The long-awaited *Super Star Wars*, set to burst onto the SNES before the end of the year, will feature some of the best graphics yet seen on the machine.

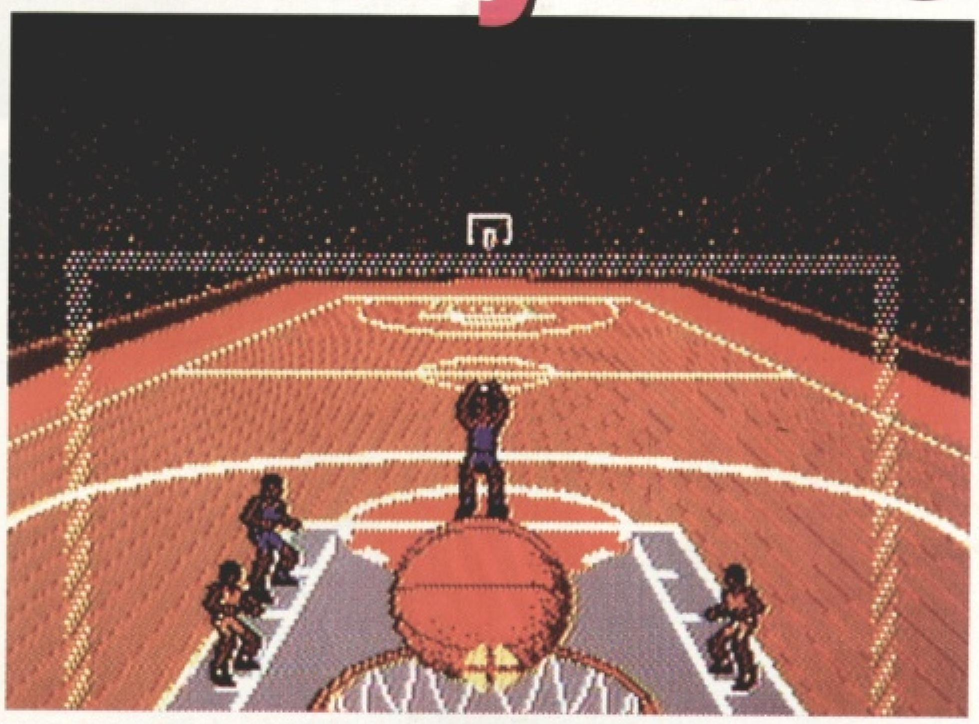
RIGHT: searching for the Universe's best-known thermal exhaust port. As Luke, you hurtle down the Death Star trench looking for a small hole to stick your photon torpedo in — steady nerves and a little Force is what's needed.



set and match



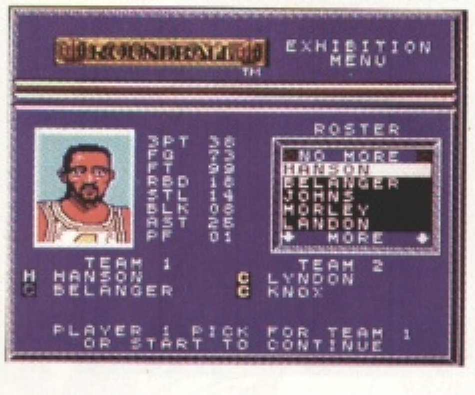
Bouncy Balls



Basketball's a good summer sport, and the *Roundball 2-on-2 Challenge* (NES) eschews famous names on the cover in favour of solid graphics and speed. It's teamwork man, on a real court — not just some blacktop. Go with a pre-set play or bounce your own way. Fab jump shots, play-calling by the refs, behind-the-back flips — it's all here.

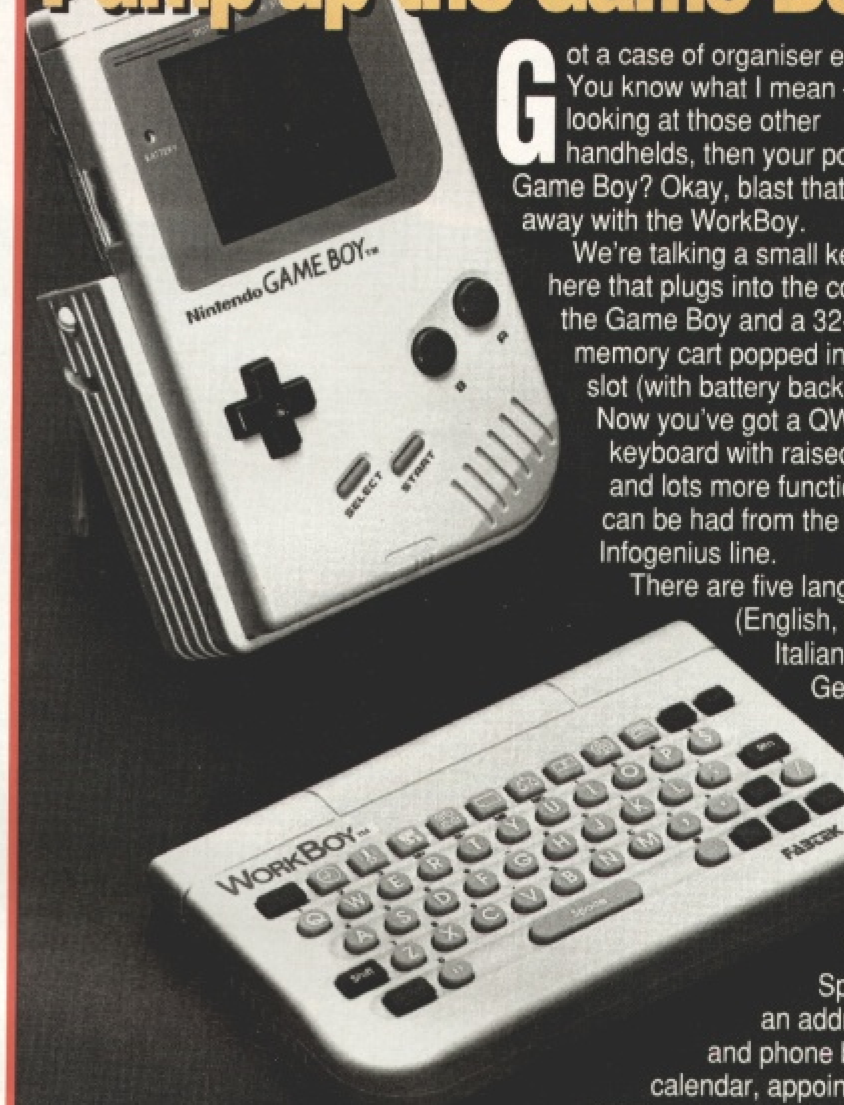
Views go from slightly overhead, looking towards the basket, to behind it, for a new slant of seeing how you're doing with those free throws. There are tournaments or single games against proven performers from the USA leagues.

Toss on the four-way NES advantage controller and everybody can pick a player.





Pump up the Game Boy

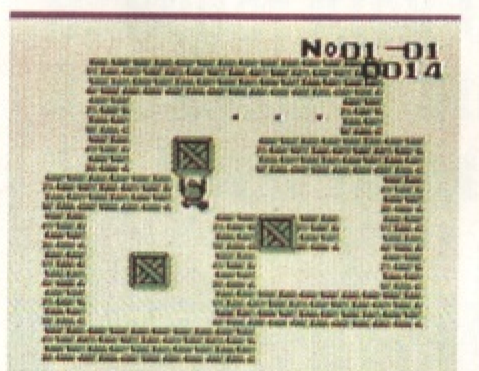


Got a case of organiser envy? You know what I mean — looking at those other handhelds, then your po' little Game Boy? Okay, blast that phobia away with the WorkBoy.

We're talking a small keyboard here that plugs into the comlink of the Game Boy and a 32-memory cart popped into the slot (with battery backup). Now you've got a QWERTY keyboard with raised keys and lots more functions than can be had from the Infogenius line.

There are five languages (English, French, Italian, German, Spanish), an address and phone book, calendar, appointment book, and database.

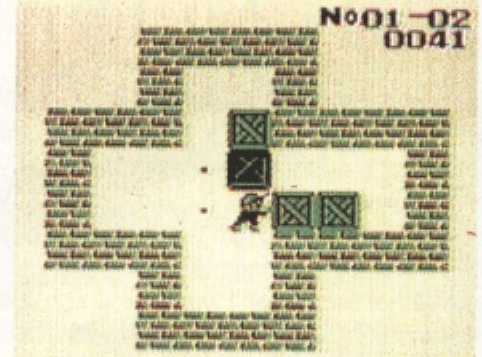
Nail chewin' stuff



We all know the Boy's excellent for puzzle-solving games, and FCI's *Boxxle II* is worth a look. The first was one of the earliest to appear (might have been the first from a third party licensee), complex enough to get you biting nails.

This version continues the theme of the first, including the digitised 'yah' sound when the little guy's accomplished the task.

The premise is simple — move blocks around to get a clear path to the points. Why're you doing all this? Because your girlfriend's been captured by an alien (who looks remarkably like the mustachioed villain from a melodrama) and whisked away in a flying saucer — you've gotta make bucks to make a rocket. Simple huh!



Toad in the hole

Battletoads are getting more press than usual. The three affable amphibians are now toy items, bendables actually, and also on their way for an animated appearance in the Fall. Zitz, Pimple, and Rash will all strut their stuff in late November (just after our Thanksgiving holiday). Could a live-action movie be next? — it was for TMNT.

HyperZone!

Time to see who's zapping into the N-FORCE hall of fame this month. The scores have been flooding in, along with some massive pork pies — and we don't want any cheating do we? This month's N-FORCE T-shirt winner is Gavin Hall of Arundell, West Sussex, who sent in a picture of himself proudly displaying his Tetris score! So go on, send your scores and a picture into: HYPERZONE, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

DYNABLASTER ■ GB ■
Marcus Cherry, Northwood, Middlesex
completed.
BUGS BUNNY ■ GB ■
Marcus Cherry, Northwood, Middlesex
completed.
DUCK TALES ■ GB ■
Ian Kendall, Consett, Co Durham
completed.
ULTRAMAN ■ Famicom ■
Daniel Stanhill, Hornchurch, Essex
completed (402960)
STREET FIGHTER II ■ Famicom ■
Daniel Stanhill, Hornchurch, Essex
completed with all fighters (1,679,941).
SUPER MARIO BROS ■ NES ■
Billy (Ratz) Maskill, Burngreave, Sheffield score: 773100
SUPER MARIO BROS 3 ■ NES ■
Billy (Ratz) Maskill, Burngreave, Sheffield score: 1,117,320.
STAR WARS ■ NES ■
David Phillips, Southampton, Hants
completed - 100'1
SUPER MARIO LAND ■ GB ■
David Mutter, Radlett, Herts
completed, 53 lives left.
TEENAGE MUTANT NINJA TURTLES 2 ■ NES ■
David Phillips, Southampton, Hants
completed 306 pts.
SUPER SOCCER ■ SNES ■
Nicholas Huchan, Walton On Thames, Surrey
score: 99-0 Germany v Belgium (15 Mins).
THE LEGEND OF THE MYSTICAL NINJA ■ SNES ■
Nicholas Huchan, Walton On Thames, Surrey
completed.
SUPER TENNIS ■ SNES ■
Nicholas Huchan, Walton On Thames, Surrey
completed 640 points.
SUPER MARIO LAND ■ GB ■
Paul Mullen, Ulverston, Cumbria
score: 15,000.
DOUBLE DRAGON ■ GB ■
Steve O'Connell, West Ham, London
score: 73,290.
SUPER MARIO BROS 3 ■ NES ■
Ashley Waldron, Neath, West Glam
score: 7,980,350 points.
AIRWOLF ■ NES ■
Philip Loucas, Slough, Berkshire
score: 25,0000.
GREMLINS 2 ■ NES ■
Ashley Waldron, Neath, West Glam
score: 1,167 crystals.
SUPER MARIO BROS ■ NES ■
Ashley Waldron, Neath, West Glam
score: 9,970,810 points.
T2: JUDGEMENT DAY ■ GB ■
Matthew Wilkinson, Knareborough, N Yorkshire
completed.
REVENGE OF THE GATOR ■ GB ■
Simon Reynolds, Wakefield, West Yorkshire
score: 1,600,000.
DOUBLE DRAGON ■ NES ■
Jason Kearns, Littlehampton, W Sussex score: 817,352
DONKEY KONG Jnr ■ NES ■
Jason Kearns, Littlehampton, W Sussex score: 731,560.
SUPER SMASH TV ■ SNES ■
John Boy Thomson, Littleborough, Stanny
completed.
STREET FIGHTER II ■ SNES ■
John Boy Thomson, Littleborough, Stanny score: 1,998,820
F-ZERO ■ SNES ■
Dan Perera, Berkhamsted, Herts
All leagues completed on expert with all cars. No lives lost.
SUPER MARIO WORLD ■ SNES ■
Dan Perera, Berkhamsted, Herts
All 96 levels found. Lives: 99. Score: 9,999,999.
ACTRAISER ■ SNES ■
Dan Perera, Berkhamsted, Herts
completed on first go.
SUPER GHOULS 'N GHOSTS ■ SNES ■
Dan Perera, Berkhamsted, Herts
completed in one day.
NINTENDO WORLD CUP ■ GB ■
David Mutter, Radlett, Herts
score: 77-0 v Spain.
GOLF ■ GB ■
David Mutter, Radlett, Herts
Finished Japan's course in 54 shots.
Finished USA's course in 58 shots.
GREMLINS 2 ■ GB ■
Ben Newbold, Bideford, N Devon completed
SPIDERMAN ■ GB ■
Matthew Wilkinson, Knareborough, N Yorkshire
completed.
SUPER MARIO BROS 3 ■ NES ■
David Caudle, Glasgo, Scotland
completed, 96 lives left.



TETRIS ■ GB ■
Gavin Hall (above), West Sussex, score: 27,116.
Congrats Gavin, you win an N-FORCE T-shirt!

Twenty Five Super Adaptors To Be Won!

Win! Win!



Phwoar! Listen up Super Nintendo game fiends cos have we got a super-duper sexy offer for you!? (Yes)!

Got an English SNES? Do you drool at all the trillions of Jap and USA games out there that won't work on your machines? Do you cry with despair at your meagre official English collection?

Well fret no longer cos those awfully nice peeps at Games Galore have come up with a crazy compo to end your worries.

They're offering **25 Super Adaptors** absolutely FREE and all you have to do is answer the following three absolutely incredibly easy-peasy questions:

1. What's the name of the pukey-cutesy dragon in *Super Mario World*?
2. What does **snes** stand for?
3. What colour are the four firing buttons on the English SNES joypad?

Just jot the answers down on a postcard with your name and address and send them to the: I'M TO SEXY FOR MY SUPER COMPO, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. Entries in by November 12 or you've got less chance of winning than finding a choc-ice in the desert! Ed's decision is final cos she says so. Oh, and if you don't want to receive news of any special offers from any other companies, just say so.

Lucky Losers

For all you unlucky punters who lose out on the compo and don't win one of these great gadgets, Games Galore are kindly giving a whopping discount to any N-FORCE fan who wants one.

Just write to them at: Games Galore, 217 London Road, Apsley, Hemel Hempstead, Herts, HP3 9SE, enclosing £9.99 and £1.50 p&p — normal prices £25. Can't be bad eh?!

N-FORCE
THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

Virgin GAMES



© Matt Groening

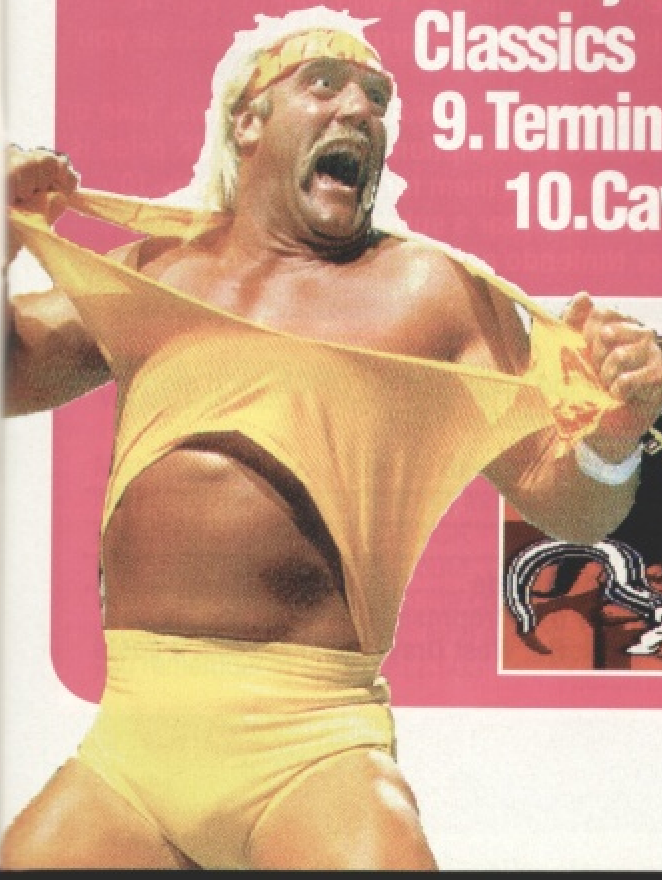
Chart Toppers

Find out what's in, out and shaking it all about with the hottest charts around...

Okay game fiends, feast yer peepers on this little gem — the N-FORCE Chart Toppers, the page that fills you in on all the best-selling carts in the British Nintendo gaming world. Have you got the top ten Game Boy and NES carts? Find out now with the official N-FORCE charts...

NES

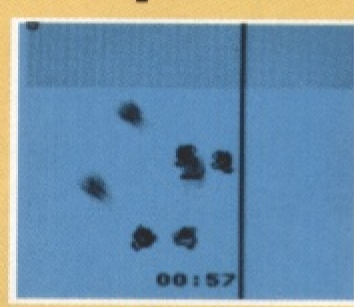
1. Rescue Rangers
2. WWF Wrestlemania
3. Hyper Soccer
4. Super Mario Bros 2
5. Hook
6. Turtles 1
7. Four Player Tennis
8. Donkey Kong Classics
9. Terminator 2
10. Caveman Ninja





G-Boy

1. Terminator 2
2. Hook
3. Super Mario Land
4. Bill and Ted's Excellent Adv.
5. WWF Superstars
6. Bart Simpson's Escape...
7. Megaman
8. Super Kick Off
9. Blades of Steel
10. Duck Tales



Super Kick Off on the GB.

Game fiend ghetto!

Right, now it's time to see *your* pick of the crop. Send in your choices to: IT'S THE TOPS, N-FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE, SY8 1JW. We'll work out the average and print the final outcome every month — next month it's the SNES charts so send 'em in! Whoever gets their chart closest to the official version wins a scrummy prize! James Taylor from East Sussex put together an NES bonanza for this month and his (listed right) came closest to the final version.

1. RESCUE RANGERS
2. SUPER MARIO 3
3. SUPER MARIO 2
4. BART SIMPSON'S ESCAPE...
5. TERMINATOR 2
6. WWF WRESTLEMANIA
7. TURTLES 2
8. DONKEY KONG CLASSICS
9. CAVEMAN NINJA
10. SUPER KICK OFF

Get a great

Subscribe to...



Cor, wotta line up! I
or Game Boy cos w
board — all for unde

Subscribe to N-FORCE for 12 months NOW and as well as getting each fab issue before everyone else, you won't have to pay any more dosh for future issues which might have the price bumped up due to special offers etc.

Now, onto the fabulously-cheap gifts. For SNES owners we've got the Datel Universal Adaptor. Simply plug it into your machine and you can play ANY Jap or American cart on the market. Brill or what — and only £4.99 with your 12-month subscription?!

For NES fans we've got the amazing LaserScope up for grabs — no Zapper game'll ever get the better of you again! Voice activated, just clip it on your nut, line up the head-up display, plug in the leads and kick arse! Retailing for around £30 it's yours with your subs for just £4.99!

Not to be left out, Game Boy freaks, here's a whopper for you! A magical MagniLight which illuminates and enlarges your screen as you play. Yours with subs for just £4.99!

But if you're already up-to-date with these great hardware offers, take up the fourth option — a discounted subscription! The normal UK price is £23.40 for 12 issues, but you can get them for the price of only 10! That's it, pay £19.50 and get a full year's subscription to Britain's biggest and best mag for Nintendo action!

● Okay Mr Newsagenty perp
Please keep/deliver me a copy of the magnifico N-FORCE each month otherwise I'll be well racked off and probably cry!

● Name ....
● Address...
....● Postcode ....

● N-FORCE is published monthly by Europress Impact Ltd and distributed by COMAG, Tavistock Rd, West Drayton, Middlesex. It costs £2.25.

t gift for under a fiver!

N-FORCE

THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

SPECIAL DISCOUNT SUBS! NORMAL PRICE £23.40 — BUT GET TWO ISSUES FREE — OR TAKE ONE OF OUR GREAT-VALUE HARDWARE OFFERS ON THE NORMAL PRICE!

europress IMPACT

N-FORCE is an independent magazine and is not connected with Nintendo of America Inc.

It doesn't matter if you've got a SNES, NES we've got the ultimate offers across the der a fiver!

or

p

p

N-FORCE THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

Okay, I'm foaming at the mouth with N-FORCE withdrawal symptoms so please N-rol me immediately for 12 issues:

The hardware offers apply only to UK and Channel Islands residents. Subscriptions outside Europe are posted air mail. **Offer valid until November 12. Please tick the appropriate box(es).**

- **I live in the UK or Channel Islands and the offer I've chosen to go with my 12-month subscription is...**
- £28.39 Laserscope ❒ 8702
- £28.39 Universal Converter ❒ 8703
- £28.39 Magnilight ❒ 8704
- **I live in the UK and only want my 12 issues at the discount price, without hardware.**
- £19.50 No gift ❒ 8501
- £28 Outside UK ❒ 8502
- £42 Outside Europe ❒ 8503
- Method of payment: ❒ VISA ❒ ACCESS ❒ POSTAL ORDER ❒ CHEQUE
- Credit Card Number ....
- Expiry Date .... • Signature ....
- Name
- Address ....

....

.... • Post Code ....

MagniLight for Game Boy. Save £9 on best prices! ▼



Universal Adaptor for SNES. Save £15 on best prices! ▼





A Laserscope for NES. Save £23 on best prices! ▶

• Make cheques payable to **Europress Direct**. Send this form with payment to: **Europress Direct, N-FORCE SUBSCRIPTIONS, FREEPOST, Ellesmere Port, South Wirral, L65 3EB.** • **Phone Orders:** 051 357 1275 • **Subscription enquiries:** 051 357 2961 • Please tick here if you don't want mailings from other companies ❒

Missed Issue One or Two or Three? No blinkin' probs, just fill in this form and send it to: N-FORCE BACK COPIES, Ellesmere Port, South Wirral, L65 3EB. We'll send the copies you want straight to you (as long as you remember to enclose £2.50.)

BACK ISSUES

- Name ....
- Address ....

....

.... • Post Code ....

N-FORCE THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

N-FORCE Winners?



Go for Gold!

Check it out!!
You could be kitting yourself out with

SPORTSGEAR worth £250

Yes, if the number on your N-Force card matches the winning number on the Hotline, you can treat yourself to £250 worth of the latest sportsgear!!!

LOOK HERE!

This is where to find your personal N-Force number on your card. It could be your ticket to a major prize.

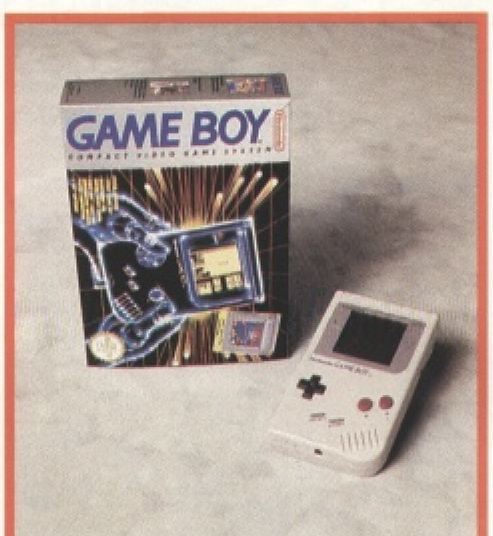
5 Game Boys

Five numbers on our hotline get you a Game Boy. Check it out now!!



Ring the hotline now!

This fabulous keyboard could be yours to claim!





You could be doing some serious strumming with this

ELECTRIC GUITAR & AMP!!

Call the hotline to find out if you're the lucky one!!

Check it out!

Is this your lucky month? Find out now!!
Call 0891 424199

Need a card?

There are fantastic prizes to be won every month but only if you have an N-FORCE Xpress card. If you haven't got one, send a SAE to Dept NOPN, Megafone, Sandylands House, Morecambe LA3 1DG

Look out for more fantastic prizes next month

Calls cost 36p (cheap rate) and 48p at all other times per minute inc. VAT. Please ask permision from the phone bill payer before you ring. A winners' list or full list of rules is available by sending an SAE to: MEGAPHONE LTD, Sandylands, Morecambe, Lancs, LA3 1DG. The maximum length of the call is approcimately five and a half minutes which will cost £1.98 at cheap rate.

INSTANT WINNERS

If one of the instant win numbers below is yours, you're a winner

THE GREAT GAMES GIVEAWAY

652223
566603
574408
606770
604422

10 N-FORCE T-SHIRTS

622517
500069
562294
601998
599900
654440
604555
611454
600010
549332

If one of the above numbers is yours, send your card to: INSTANT WINNERS (N-FORCE), SANDYLANDS HOUSE, MORECAMBE, LANCS LA3 1DG

Check it out!

ACE'S HIGH

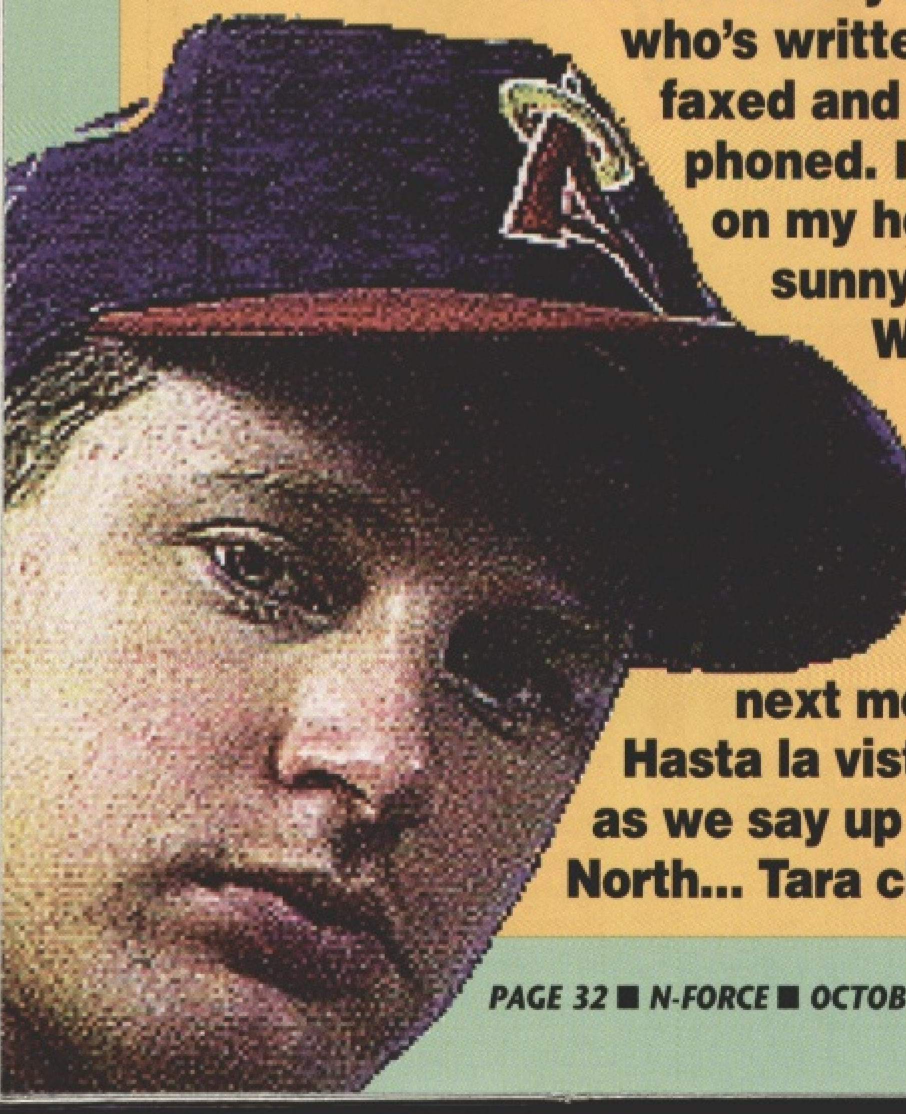


BLASTED THIS MONTH...

Tips 'n' Cheats

This month's been the busiest of my sad and depraved life. Big Ed locked me in a tiny room that smelled of dead stoat, rotting Brazilian rain forest and cheesy Wotsits. She chained me to my Mac, padlocked the door and wouldn't let me out until I'd written a block-busting novel. Six days, four hundred cups of coffee and 74 hours of overtime (unpaid of course!) later, I finished the masterpiece. What next? Nobel prize, luxury cruise, No! Get the tips done, you Northern git!

I've had a great response from the millions of fellow tipsters out there. Good news is there's now a totally exclusive N-FORCE T-shirt for the sender of the best tips/drawn maps of the month, plus some goodies from the Deekay (UK) Gamebuddy range of games accessories... so keep the tips flooding in to ACES HIGH, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. Once again, cheers to everyone who's written, faxed and phoned. I'm off on my hols to sunny Wigan now but I'll see you next month! Hasta la vista or as we say up North... Tara chuck!

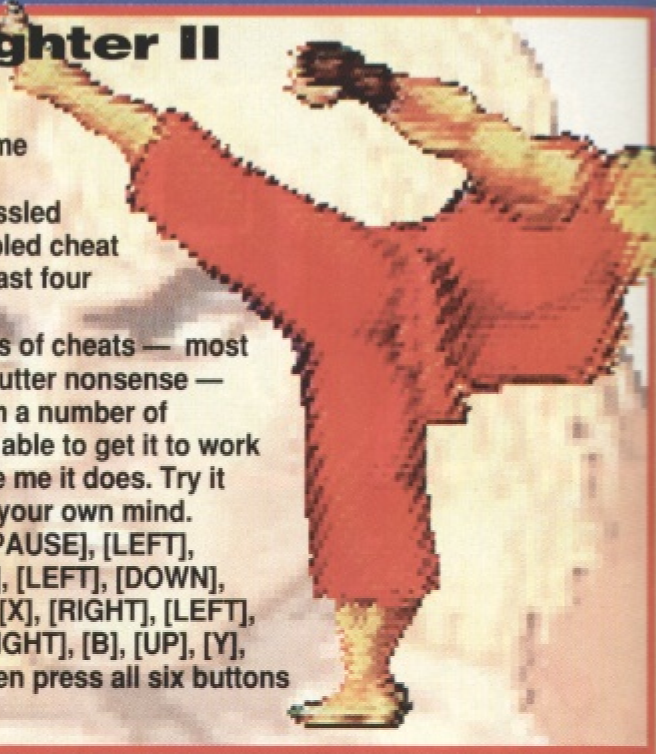


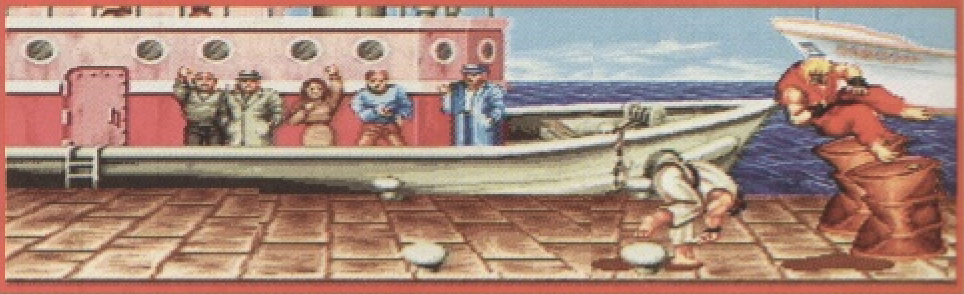
Street Fighter II

Before you get all excited let me explain the situation. I've been hassled non-stop about the fabled cheat that lets you play the last four characters.

I've received dozens of cheats — most of them complete and utter nonsense — but one has come from a number of sources. I've not been able to get it to work but the senders assure me it does. Try it yourself and make up your own mind.

During the action [PAUSE], [LEFT], [DOWN], [UP], [RIGHT], [LEFT], [DOWN], [LEFT], [UP], [RIGHT], [X], [RIGHT], [LEFT], [X], [X], [X]. [X], [A], [RIGHT], [B], [UP], [Y], [DOWN], [SELECT], then press all six buttons at the same time.





Pure Genie-ous!

Who said the NES is dead! As a fervent fan of the NES I've campaigned long and hard on behalf on 8-bit owners everywhere to bring NES and Game Genie owners their own tips section.

A couple of phone calls later to those wonderfully nice people at Codemasters and Hornby Hobbies and here we are! Each month I'll be compiling the hottest new Game Genie codes for the best NES **titles around.**

Don't forget that new codes are there to be discovered by everyone. As proof I've included some of the early discoveries. Don't be downhearted though, there's still billions of new special effects out there!

Genius Giveaway

As an added incentive Hornby Hobbies are giving away an NES **game of your choice for the sender of the best** *original* code. So get to work for a chance to win your favourite games. Send all codes to me at:

ACE's HIGH: GAME GENIE CODES, the usual address.



Super Mario Bros

Col Halliwell from **Wheatley Hill, Durham** found these codes:

APZLUTAll blocks contain power-ups
APZIGU (fire as small Mario)

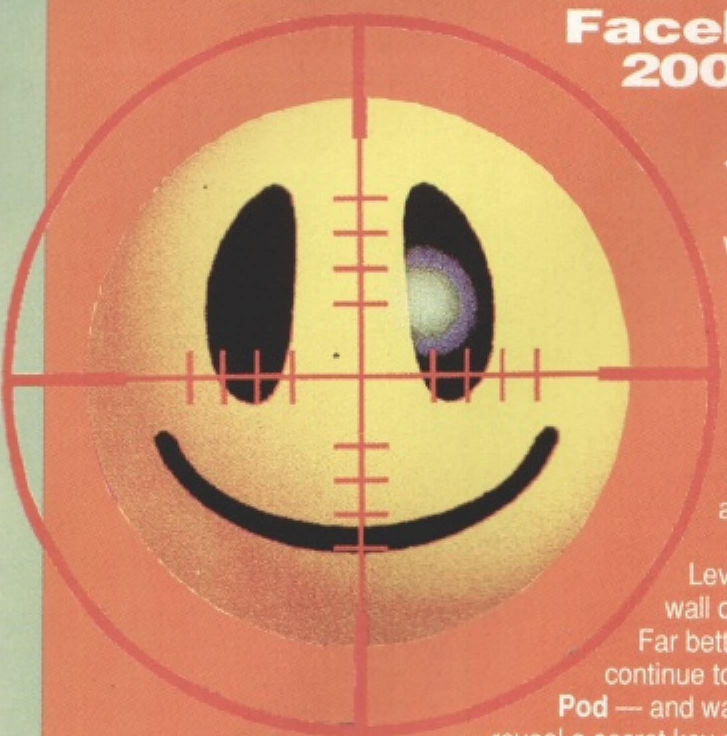
Not to be outdone, Mario fans everywhere have put their moustaches together and come up with dungarees full of original Game Genie codes.

STAPTO	No music
PGAETT	Mario becomes a shadow!
IOAULT	Exploding fireballs
TELLEY	Blocks explode upwards
GGAEXP	Striped screen
POEISA	Invincible + 1,000 points + power-up when hit!
SIIPKK	Secret Water Level 1
SPEPNG	Secret Water Level 2
SIPPNG	Secret Water Level 3

Super Mario Bros 3

Alan Healey from **Margate** is a clever lad. He's figured out these great codes to make *SMB 3* a brand new adventure.

Code	Effect
OOKXGLIA	Start and stay as Raccoon Mario
OOKXGLIE	Start & stay as Frog Mario
XEKXGLIE	Start & stay as Tanooki Mario
OEPZXZ	All blocks become a 1-UP!



Faceball 2000

Special thanks to Andy Clarke (a wonderfully nice guy I met at the 6th International Computer Show — not the infamous Leeds striker of yesteryear) who sent a comprehensive list of levels, power-ups and warps.

On Level 1 warp to Level 10 by shooting the wall opposite the exit once. Far better though, is to continue to Level 5 — **Touch the Pod** — and warp to Level 71. To reveal a secret key at the start, touch the left wall five times and shoot the right wall five times. Continue until you get to Level 75 (picking up all the juicy power-ups on the way) — **Central Matrix** — exit and you're transported back to Level 61 — **Don't Miss** — where there's an extra life waiting. Proceed to level 70 — **The Master's Castle** — finish this level and you've completed the game.

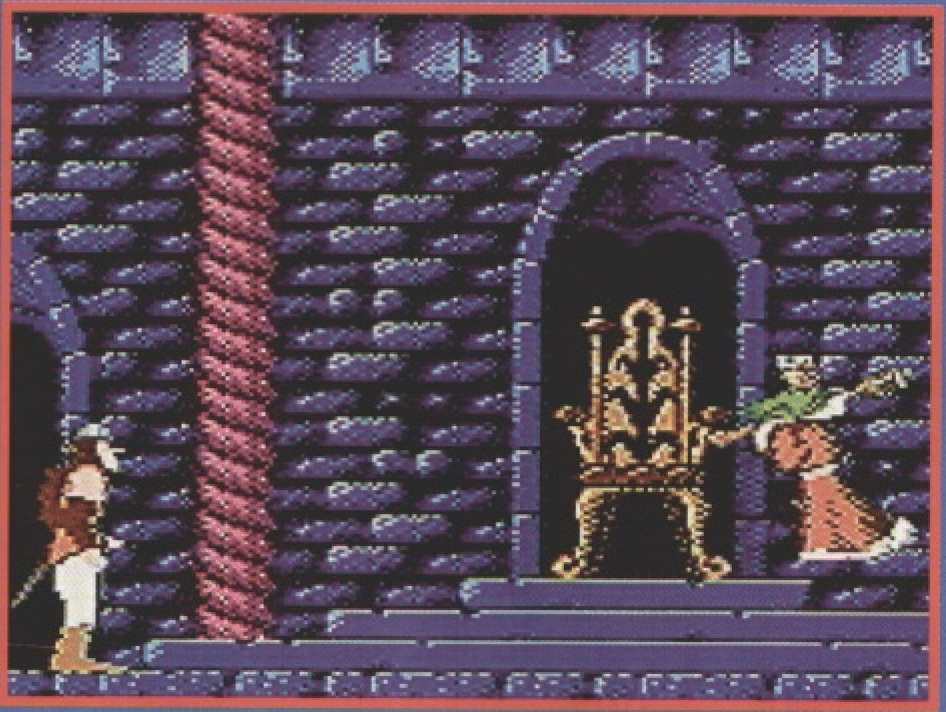
For those interested in the power-up's available throughout *Faceball*, here's a full list.

Level 10 — **Test 01**: coin x 2, extra life
Level 12 — **First Aid**: band aid x 2
Level 13 — **Smiloid Tarritory**: band aid
Level 18 — **Mini Maze**: coin
Level 19 — **Freeze Up**: freeze
Level 20 — **Ambush: Test 02**: armour
Level 23 — **Camouflage**: camo
Level 29 — **Shield**: shield
Level 30 — **Test: 03 Levels**: auto mag, armour
Level 32 — **Choices**: shield
Level 33 — **keys open doors**: take right exit to Level 34. Exit left to Level 35.
Level 35 — **Scanners**: band aid
Level 37 — **Corner Shot**: shield
Level 40 — **Test 04: Village — speed up x 2, armour**
Level 41 — **Sacrifice**: camo, freeze, extra life, coin, map, shield
Level 45 — **No retreat**: coin x 3
Level 49 — **Coffee shop**: freeze
Level 50 — **Test 05: town — automag, armour**
Level 55 — **Fast track**: coin
Level 60 — **Test 06: finals — armour**
Level 61 — **Don't Miss**: extra life
Level 62 — **Crosseye**: camo, shield
Level 69 — **Diagonal**: coin, band aid (invisble)
Level 71 — **Guardian**: extra life, armour
Level 72 — **Inviport**: armour x 2, automag x 2
Level 73 — **Fox-'n—hounds**: automag, armour.
Level 74 — **No name (!!)**: armour x 2, automag, speed up x 2
Level 75 — **Central matrix**: Armour x 2 extra life

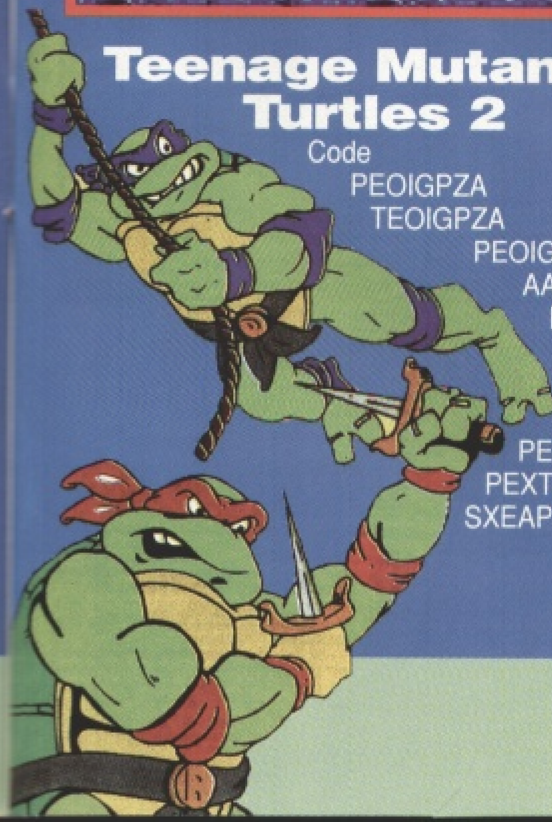


Dragon's Lair

Wayne Shorter from **Eltham, SE London** has found this code to get to the last level of this ultra-tough arcade adventure. Simply enter IENSGGAA



Teenage Mutant Hero Turtles 2



Code	Effect
PEOIGPZA	Start with one life
TEOIGPZA	Start with six lives
PEOIGPZE	Start with nine lives
AAEAULPA	Infinite lives
PEXVUZZE	More powerful weapons
ZEXTUZGA	Weaker jump and attack
PEXTNZLE	More powerful kick
PEXTNZLA	Weaker kick
SXEAPZVG	In two-turtle mode if one player's revived the other player's spare life won't get used up

Ranma 1/2

These cheats came from the infamous Neil 'They'll Never Get Me Alive' Gossage. For any player versus any player, hold [L] and [R] when choosing your competitors then press [START] when you're finished.

For same player versus same player hold down [L] and [R] and press [UP] on control pad one then press [START]. To enter configuration mode, hold down [L] and [R] on both joypads and select a two-player at the main menu. You can choose all the players including Happy (the bonus stage dude!) and alter the players stats. Press [SELECT] to change the scenery.

Bart Simpson's Escape From Camp Deadly

That man Andy Clarke's back with more hand-held tips.

When you come across Madman Mort hanging from a tree don't be tempted to boomerang him. Jump over him and walk slowly towards him from the right. He drops from the tree, salutes you then disappears. To show his gratitude he helps you twice later in the game.

When you meet the Bully Nelson, stand underneath him and dodge the apples. Mort's head appears and pins Nelson to the corner. Climb the tree at your leisure and boomerang Nelson.

On the 'Liver Pizza' section of the second food fight, Mort's hand appears. Grab it to get three extra hit-points.

When climbing Mount Deadly keep your eyes out for two secret caves. The first contains an extra life. To reach it, stand on the breakaway platform and jump to safety before Bart disappears off the screen. The second is a bit more tricky. When you see a seemingly inaccessible cave wait for the passing eagle. Jump on its back and you're transported to the cave which contains three extra hit-points.



© Matt Groening

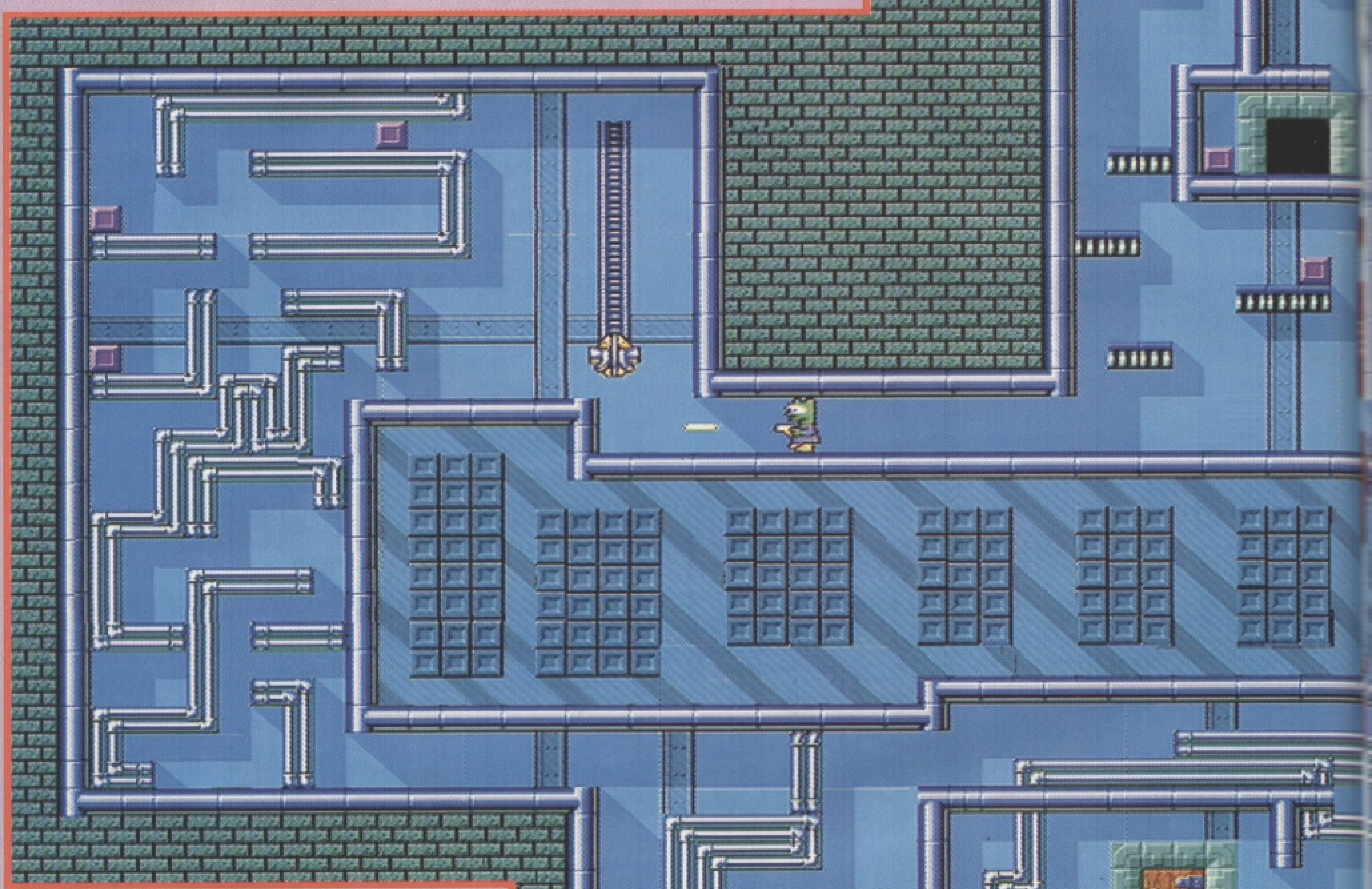
Castlevania IV

Special mention to Wakefield lovely, Joanne Farrar and her clever son Shaun, who's only six! He's found a great way to make defeating Dracula easier.

Before climbing the steps to meet him, jump across onto the clouds and walk to the far left-hand side of the screen. You get 99 hearts, morning star, triple shot and boomerang.

Krusty's Super Fun House

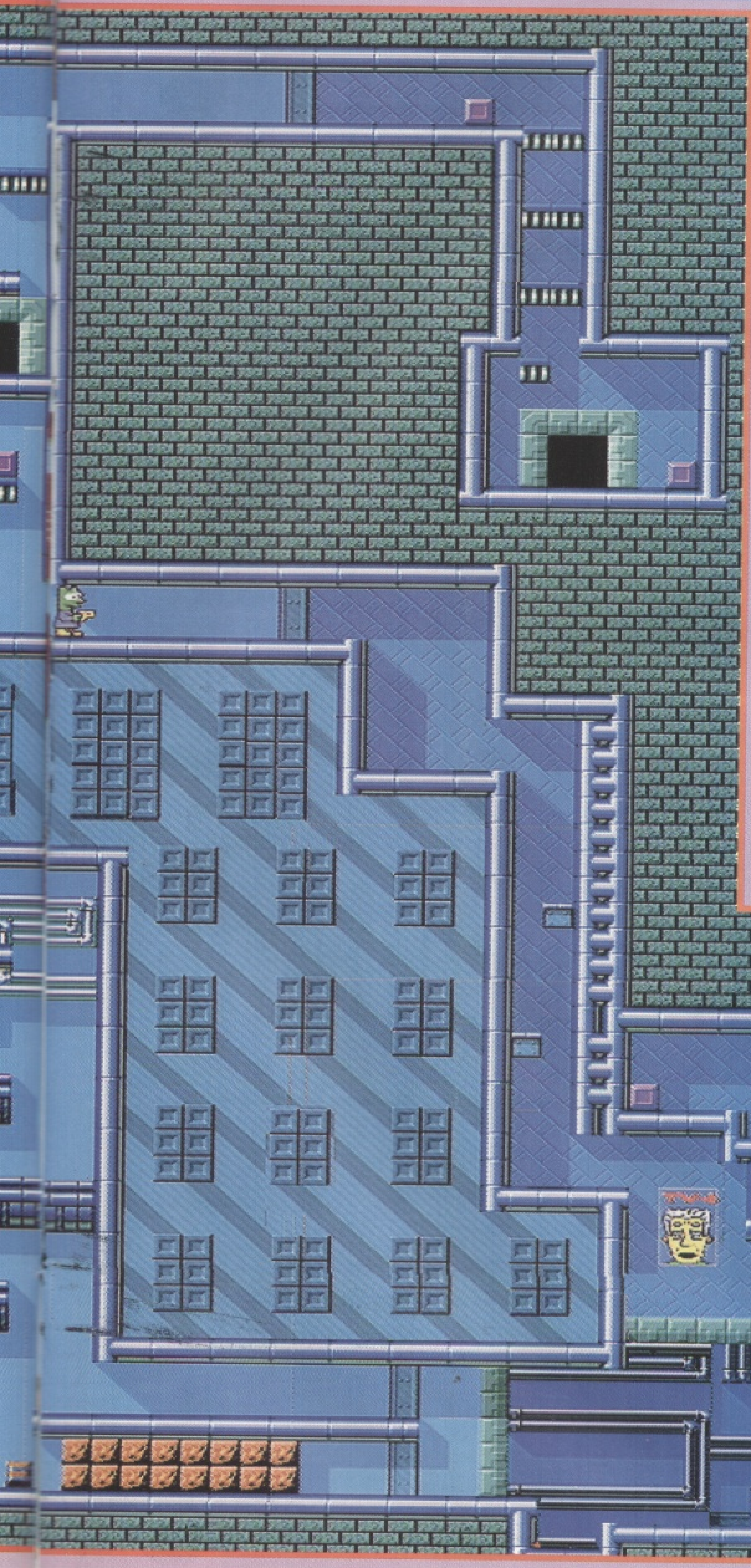
Good old Flunky. Our expert at Krusty's has come up with this excellent map of one of the difficult rooms in Level Two.

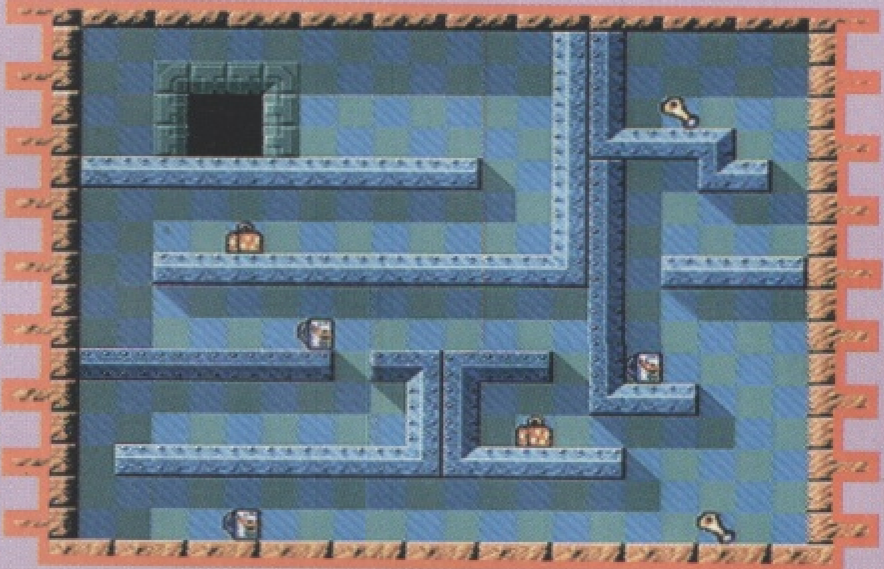


Go right and kick barrel to bottom level. Walk right, shoot the alien then go up and along the right wall. Go left to the barrel and kick it. Go up to the second barrel and kick it to reveal the steel ball. When the rats drop, go back down and left to brown blocks. Throw the steel ball, then go right and jump up to the steel platform. Continue left, drop and kick the block right into the recess. The rats go into the machine.

Go back to the door then jump up through steel pipes. Walk left, down, left, to the wall and continue through the pipes. Pick up items then go right, dodging the laser fire. Shoot the aliens then jump up for the bonus items. Drop down and kick block to open bonus room. Collect special items as fast as possible. If you complete it, you come out of another door. Kick block to open secret room. Jump up then left and down to the exit. The block you kicked constructs a silver platform to the doors above.

The wooden wall has to be destroyed using the iron balls found earlier in the room. Then by kicking the remaining wooden block the idiotic rats will walk straight into Homer's trap. Bart's sadistic dad will fry the big toothed gits with his laser gun! What a cunning trap.





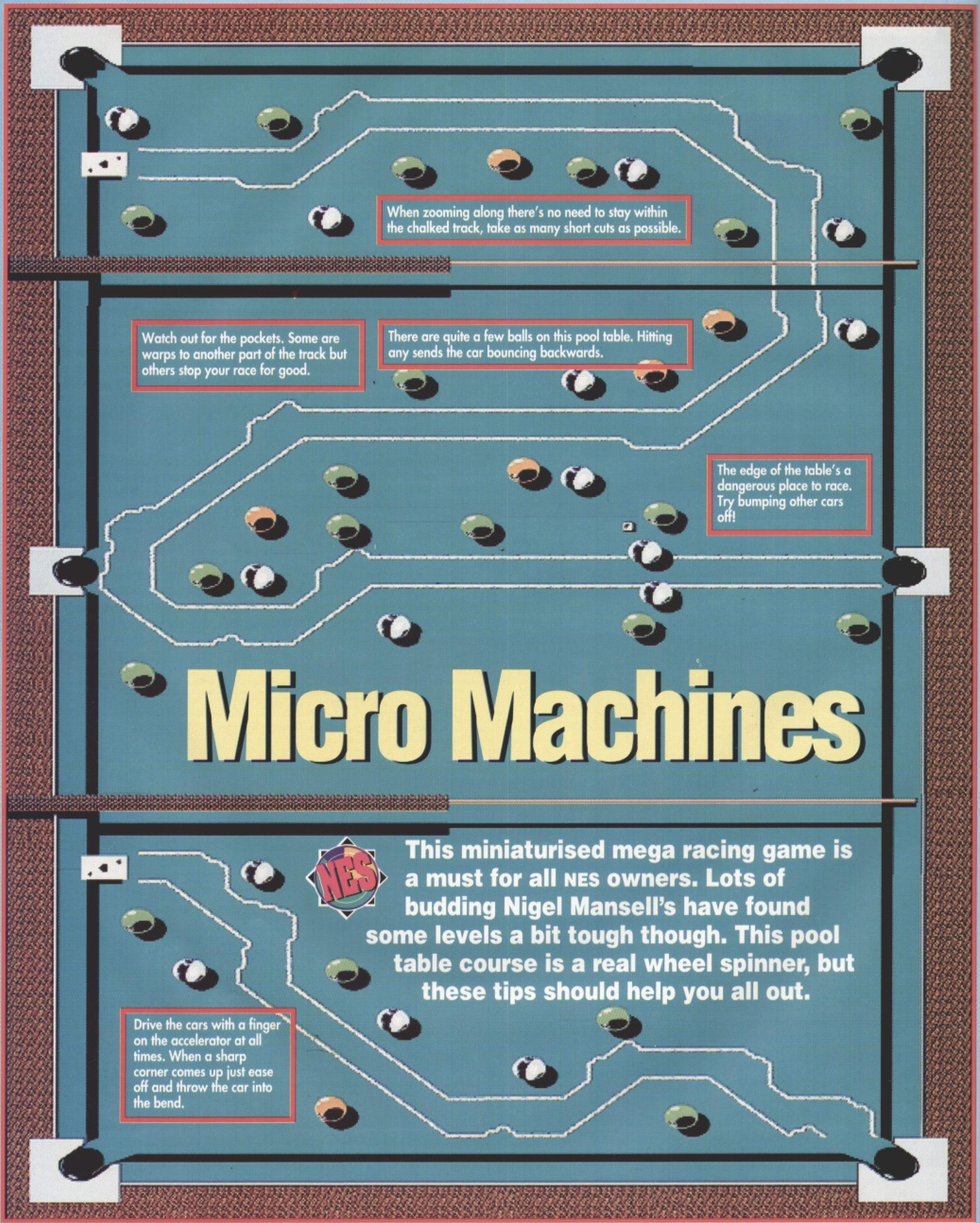
This special timed section's a bit tricky. To collect all the icons you will need to fall down the first hole, then jump straight back up without moving left or right. If you move you never find the hole again and won't succeed.

Some of the blocks in *Krusty's Super Fun House* alter the landscape of the game. Kick the blue block by the exit to the secret level to create a platform outside the room. The new platform helps our hero reach the last three doors to Level Two.

Secret levels are vitally important to the game. In this room the secret section has to be completed in time or Krusty won't arrive at the exit and be able to kick the special block mentioned above. If this happens the whole room has to be repeated by pressing SELECT.

Kick the wooden blocks to release the rodents from their metal trap. The fools then walk blindly out of the frying pan and into the fire. Make sure you kick the power-up block that contains five iron balls. These come in handy for destroying walls down below.





Micro Machines

This miniaturised mega racing game is a must for all NES owners. Lots of budding Nigel Mansell's have found some levels a bit tough though. This pool table course is a real wheel spinner, but these tips should help you all out.

When zooming along there's no need to stay within the chalked track, take as many short cuts as possible.

Watch out for the pockets. Some are warps to another part of the track but others stop your race for good.

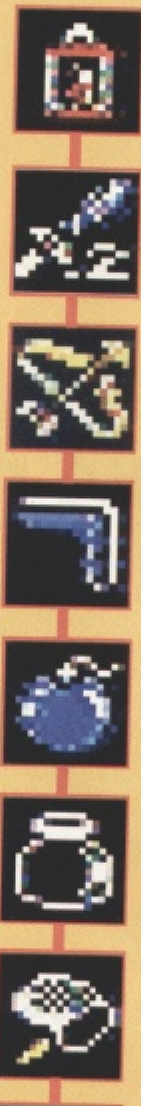
There are quite a few balls on this pool table. Hitting any sends the car bouncing backwards.

The edge of the table's a dangerous place to race. Try bumping other cars off!

Drive the cars with a finger on the accelerator at all times. When a sharp corner comes up just ease off and throw the car into the bend.

The Legend of Zelda
A Link to the Past

Items to collect:



1. Lamp: for lighting dark rooms and starting fires.
2. Sword: for swiping at plants, grass and baddies. Hold down the fight button for a super swipe. There are four to find.
3. Bow: collect the arrows to use this weapon, useful on the big monsters
4. Boomerang: to weaken and freeze the puny creatures
5. Bombs: useful for blowing holes in walls. Watch out for cracks and boulders to blow away.
6. Bottles: can hold faeries, bees or medicine.
7. Bug-catching net: catches faeries and bees to put in bottles.
8. Moon Pearl: Use this to keep your shape in the Dark World.
9. Magic powder: turns many items into something new — experiment.
10. Magic mirror: warps Link into the Dark World.
11. Hammer: for flattening stumps, evil creatures and spikes.
12. Book of Mudora: for translating the strange symbols found on stones.
13. Hook shot: helps Link reach difficult places.
14. Shovel: used to find the hidden flute.
15. Ocarina: play this to the bird in the village.
16. Fire wand: has many hot uses, experiment.
17. Ice wand: produces many frosty effects.
18. Blue staff: gives Link a special force field.
19. Red staff: for creating explosive blocks.
20. Medallions: wow! The most powerful magic there is.
21. Cape: gives invisibility to our adventuring hero.
22. Shield: three to find, the later one repels laser and fire.
23. Armour: the special red armour cuts damage in half.
24. Power gloves: for lifting heavy boulders and small rocks.
25. Flippers: allows Link to swim in the deep waters. Go near whirlpools for a teleport.
26. Pegasus boots: for running around and charging at objects.

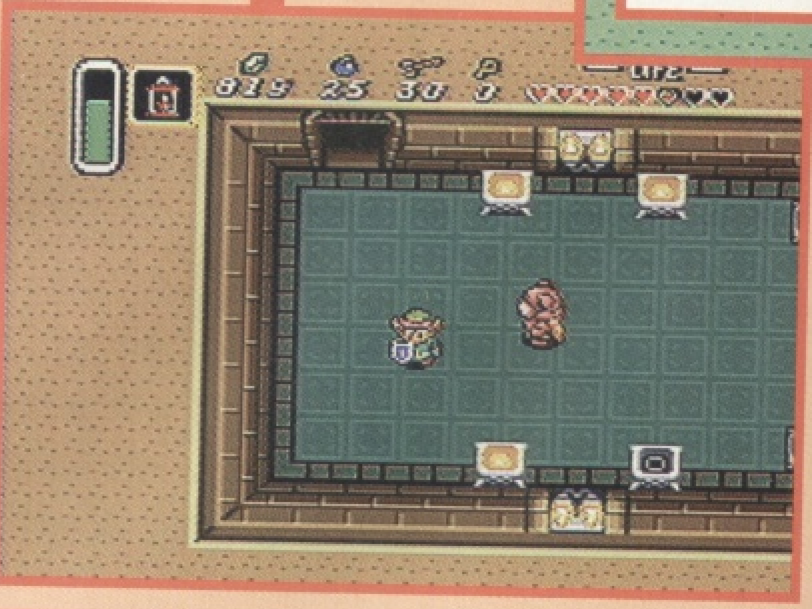


How do I...?

Everyone seems to want tips for this amazing 16-bit adventure game, especially as the official English version comes out in November and the Nintendo hotline won't give out information until then! Here are the answers to two of the most common questions.

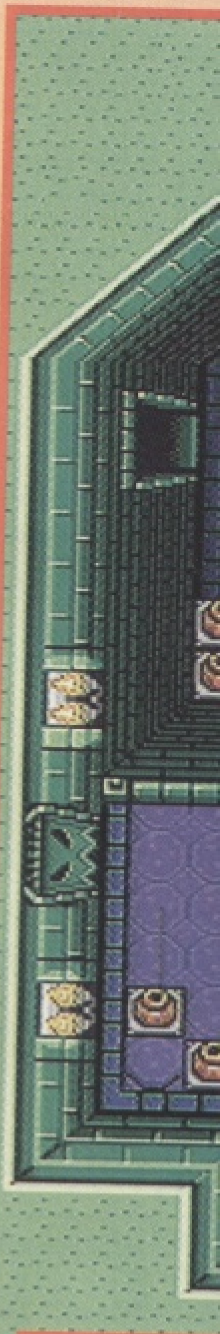
Q: *I can get to the end of the desert where the nasty should be but I can't find him!*

A: Make sure you light all the torches in the final room of the desert, the floor will begin to shake and a secret exit will appear. Go in and hit the guardian six times.

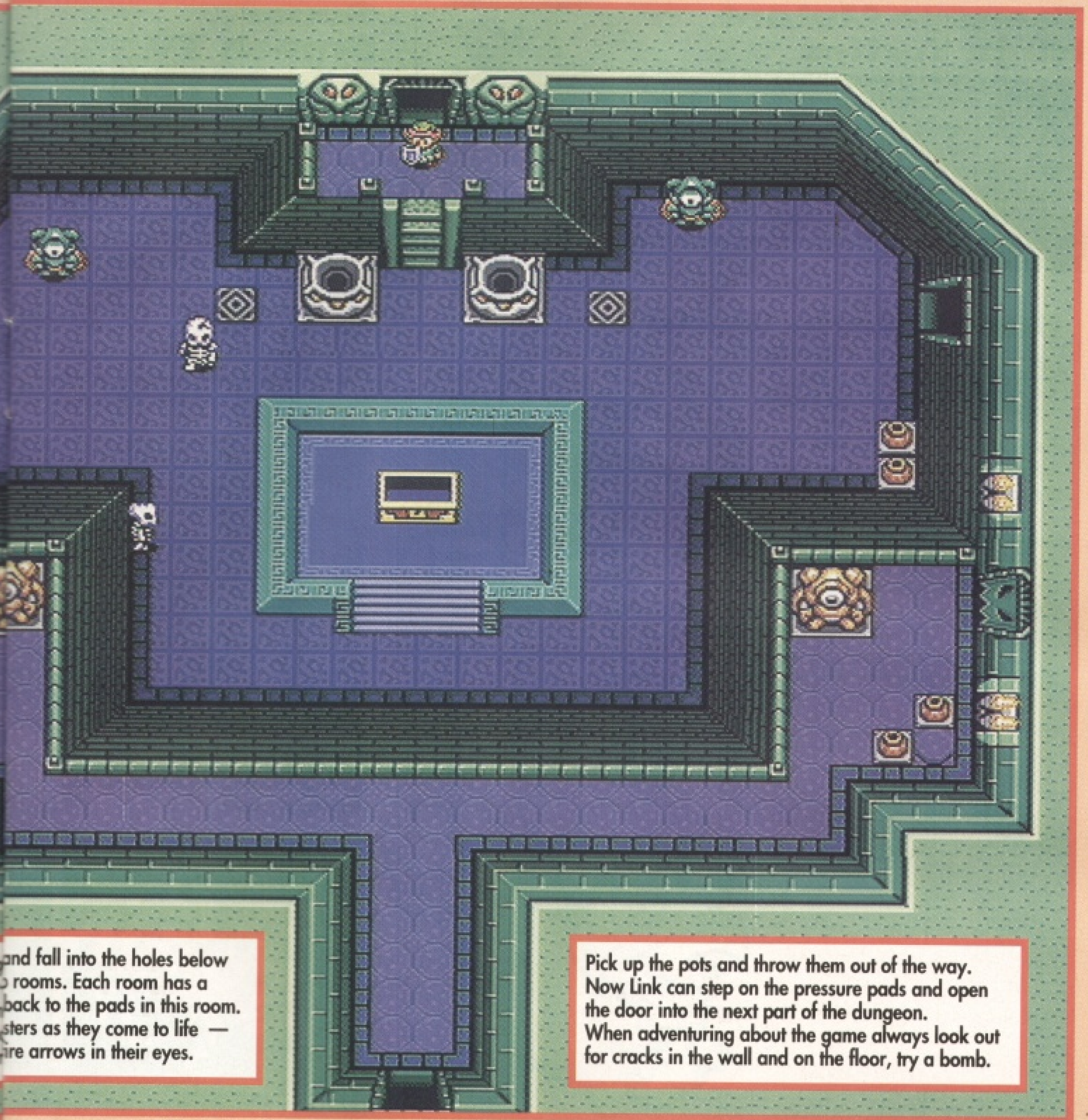


Q: *Help me please. Tell me where can I find the big key in Hyrule Castle?*

A: This is a real toughy to find. You always have to remember to light the torches if you are stuck. In this case, go to the room with the carpet on the floor and light the torches. A secret chest will appear with the big key inside. You can now move onto tackle the three worms — hit them on the head to kill them.



Jump up on the
to find secret po
warp in it to tak
Watch out for th
when Link goes

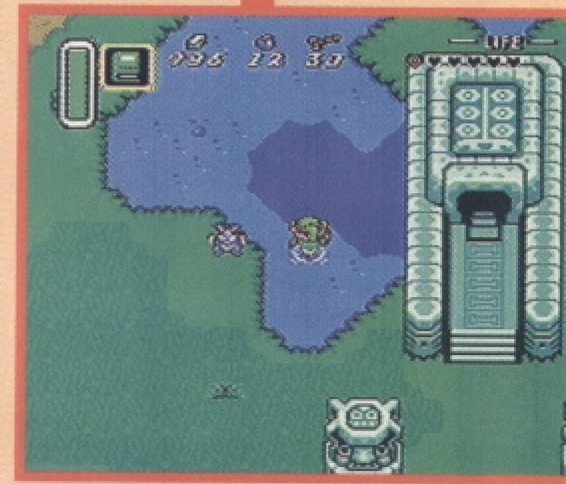


he ledgand fall into the holes below
power- rooms. Each room has a
ake Liback to the pads in this room.
r the msters as they come to life —
es nearire arrows in their eyes.

Pick up the pots and throw them out of the way. Now Link can step on the pressure pads and open the door into the next part of the dungeon.
When adventuring about the game always look out for cracks in the wall and on the floor, try a bomb.

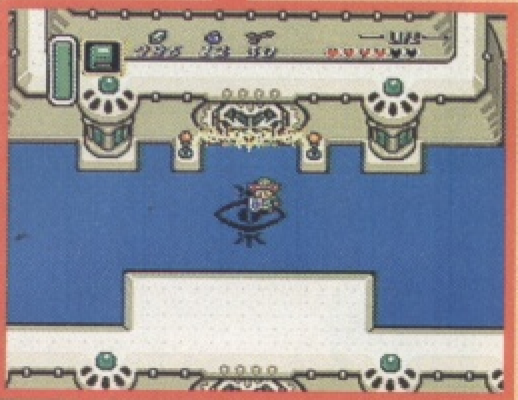
Q: *Why do I drown when I go near the water?*

A: You need the flippers which are found at the top right of the map. Use the power glove to get entrance to this section then follow the paths to the sea monster — don't forget to collect 500 rupees first.



Q: *What can I use to get through the force field blocking the entrance to Agahnim's tower in Hyrule Castle?*

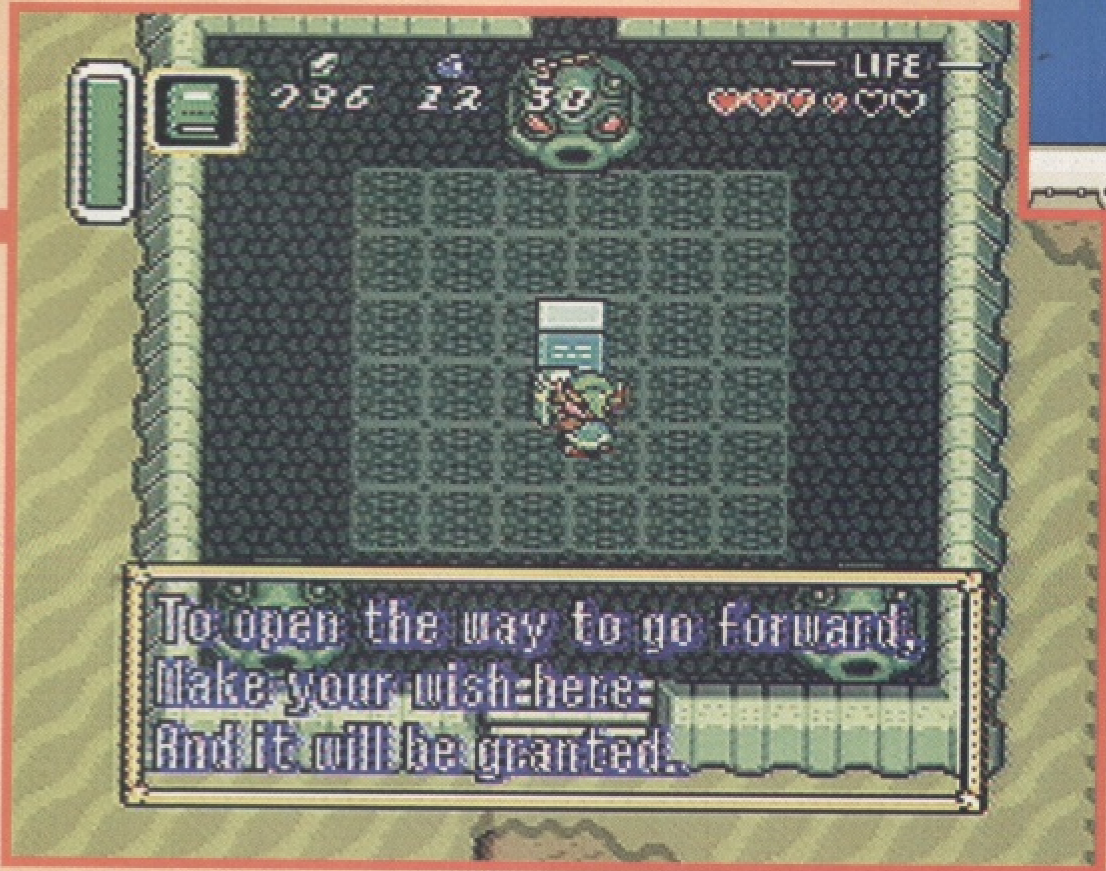
A: Once the pendants of strength, courage and wisdom have been claimed Link can take the master sword from the forest. This can be used to do away with the force field.



Q: *How on earth do I gain access to the desert palace?*

A: You need the book of Mudora which is found by charging into the bookcase in the village library. Use it on the writing at the entrance and watch!
The book comes in useful throughout the game to encover medallions and read signs.





Q: Q: *How do I defeat Agahnim, the boss who kidnapped Zelda in the castle?*

A: A: Swipe the white bolts he fires at you and watch out for the lightning bolts when he moves into the top-middle of the room. If you beat him he is impressed but not defeated. He sends you to the Dark World for the second part of your quest.

Tips 'n' Cheats

Burai Fighter Deluxe

After a month and a half of solid playing, top fighter **Ian Daniels** from **Bardney, Lincs** has put together a complete list of passwords.

Eagle
Stage 2: HGKM
Stage 3: CPFG
Stage 4: JJCM
Stage 5: DKLF

Albatross
Stage 2: HGNC
Stage 3: BMHB
Stage 4: DGBF
Stage 5: JGJH

Ace (good one that!)
Stage 2: GBHL
Stage 3: MHCB
Stage 4: CDMN
Stage 5: KDPG

Ultimate
Stage 1: FDCP
Stage 2: CMCJ
Stage 3: CCHL
Stage 4: HFKP
Stage 5: BNGN

Burai Fighter

Chris Hinton the brutal brawler from **Brandon, Suffolk** has been busy beating up anybody who dares stand in his way. He may look like a pyscho on the outside but he's got a heart of gold… the little cherub saved all the passwords.

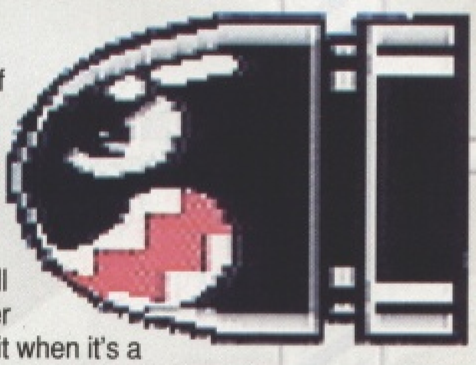
Stage 2: BQlI
Stage 3: CQMP
Stage 4: DT1I
Stage 5: PQSI
Stage 6: GtQI
Stage 7: GQMR

Teenage Mutant Ninja Turtles



Thanks to **Marty Mclaughlin** from **Grange-over-Sands, Cumbria** for these pizza-popping tips to help our amphibian friends make it through the slimey sewers. On Level 4 to get to the giant Mouser, go through the sewers in the following order: **1, 2, 3, 6, 8, 9, 12, 15, 17, 18.** Select Donatello and stand between Mouser's legs. His fire can't get you, so whack him where it hurts most. That'll bring tears to his eyes!

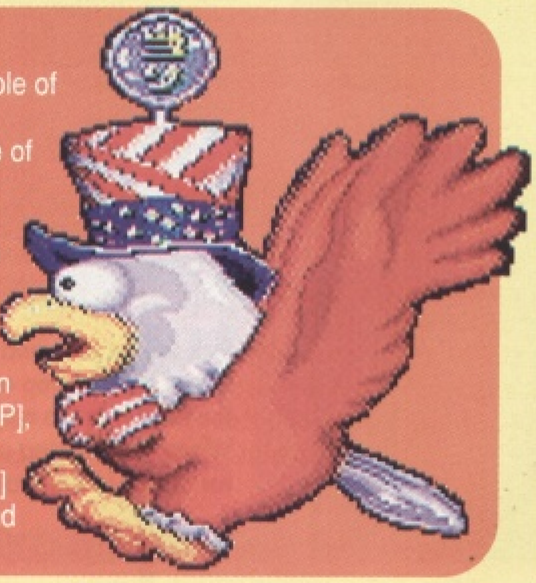
Super Mario World



The deluge of Mario tips continues. It seems everybody's got a way of collecting 99 lives. There are not enough pages in the magazine to print them all, so here are the most popular!

Go to **Forest Of Illusion 1,** get to halfway and cut the tape. Go right, kill the turtle then jump at the multi-power block when it's a mushroom. Collect it when it's a flashing star — you've now got invincibility. Run right, making sure you kill every enemy. You're awarded points, then lives. By the time the invincibility runs out you should have 20 lives. Quit the level by pressing [SELECT] and [START], then repeat the process until you have 99 lives.

Parodius



Yet again another example of the trusty Konami cheat. This is without doubt one of the most spectacular Game Boy conversions, playing every bit as well as it's amazing SNES counterpart. One thing about this wacky shoot-'em-up though — it's flippin' hard! To make life easier, wait until you've picked up a ship then [PAUSE], and enter the legendary [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B] and [A] to receive shields, missiles, lasers and the rest.

Super Smash TV

Round our way **Liz Nixon** is a celebrity. You'll always find her living it up in town on a Saturday night, knocking back the halves of lager. Don't underestimate her though — she kicks the butt of most of the lads there (except me of course!).

Anyway, to prove she's more than just a pretty face, she's sent a special cheat to see the depraved guys responsible for this blood and gore extravaganza. Bring up the Acclaim logo and hold down [L] and [R]. When the quill appears hold down [B] as well.



Blast those baseball-bat weilding skin-heads before they come after you and club you to death!



Axelay

One of the surprise packages of the year. This spectacular 3D shoot-'em-up had everybody hooked when it arrived in the office. If you're fortunate enough to have a copy then try this cheat from **Neil** of **S.N. Software** for invincibility. Start the game as normal, [PAUSE] then [UNPAUSE]. Wait a second, then [PAUSE], [SELECT], [UP], [DOWN], [LEFT] and [RIGHT], [Y], [B], [A], [X], [UNPAUSE]. The lives display's replaced with 'MUTEK' at the top of the screen confirming the cheat's been successful.



Bart Simpson vs

Our Bart's a bit of a lad! When he's not causing chaos in the neighbourhood, he's spraying aliens purple — who said teenagers lead dull lives!

There must be something in the water north of the border because young tearaways **Edward Creary** of **Glasgow** and **Angus Baird** of **Dundee** are flippin experts! They've put their sporans together and come up with a haggis full of invaluable tips. Thanks a lot lads!

Level 1: Springfield Town

To get an extra goal use the phone just outside Moe's tavern (it costs a coin!). After the conversation Moe comes out wearing a purple top. Spray him and jump on top of the phone booth. To change the colour of the toys near Moe's, jump from the stool to the roof of the phone booth, then onto the clothesline. As Bart moves across the line he knocks white clothing onto the purple toys, avoiding the nasty creepers below.

At the cinema there's an advertisement for showings at 2pm and 4pm daily. Continue your journey then return by jumping on the trash can, up to the second level of the building to the right of the clothesline and across and over the line. Arrive when the timer reads 200 or 400 and you meet a purple Boy Scout — spray him! Hit the 'e' in Kwick-e-Mart sign with a bottle rocket for extra lives.

The Addams Family

That ookie kookie family has dominated the headlines this year. Their wacky exploits have been well documented on the SNES in N-FORCE with our stonking map last month so, just to prove I'm an equal opportunities kind- a-guy, here's a complete guide to the portable version.

The Graveyard

Go left into the graveyard and use your sword to kill the bad guys. Don't forget to collect the small hearts and the energy test tubes. When you get to the end of the graveyard there's a crypt. Go inside to meet the end-of-level-guardian. To dispose of the evil dude, jump and shoot it in the head a few times. He fires small ghosts at you, so watch out. Kill him and you've rescued Wednesday. In return she give's you a golf club.

Now go back to the house using your trusty sword on the way. Don't bother going into the garden as there's nothing there to help you.

The River

Get up onto the third floor and go left to reach the river. Power-up your sword to change into a sea-monster. Go into the river and jump straight through the ceiling, to the right of where you started. Continue right, watching out for the sea creatures etc. Enter the room of the guardian and jump off the platform into the water. Now you face the squid. Get close to him and continuously hit him. When you're successful Lurch is set free. To show his gratitude he gives you some ice cubes. Cheers mate!

The Ice Box

Go back to the ground floor, go right and upstairs into the kitchen. Enter the ice box, watching out for the penguins and spikes. Place the ice cubes Lurch gave you on the spikes to help. If you're the sea monster go into the cold water, if you're not then you have to float on the ice cubes. When you get to the end collect the stake (as in sharp knife thing). Now that you've finished you can leave the kitchen.

Then Boiler Room

Enter the boiler room, go right and turn into the Wolfman. Keep moving until you reach the guardian. Place yourself between the two middle pipes and hit him only when he's not moving. Kill this guardian and you've saved Granny. To show her appreciation she gives you a handful of hot coals.

The Toy Box

Move up towards the fourth floor and turn right into the toy box. To get to a bonus stage jump up at the wall on your left. In this bonus stage collect all the money bags and coins you can but be sure to stay on the bottom two platforms. After you've done that go right and watch out for the blobs that throw you onto sharp objects. Jump from box to box avoiding the spikes — careful as the smiling boxes disappear so move fast. After all that it's time for the guardian.

Wait at the top of the block and let the teddy pass. Manoeuvre yourself behind him. Watch out for the ball and chain, then blast him up the bottom with the hot coals! You've rescued Pugsley who gives you some building blocks which are of no flippin' use at all. Thanks a lot pal!

The Attic

Turn left to get to the attic door, then jump up the beams making sure you kill the bats on the way. When you reach the top of the stairs it's time to fight Uncle Fester. Beat him around the head a few times. To make him regain his memory, use the wedge and push him into the lightning to beam him.

The Dungeons

Go back to the kitchen and you're transformed into Frankie. Go to the dungeons — careful as the spikes fall! Keep an eye out for the balls and chains, electric wires and guillotines. To rescue Morticia, fire hot coals at Tully when he's either standing or jumping. Be sure to jump when he uses his sword.

Side Pocket

Matthew Taylor from **Oldham** fancies himself as a bit of a hustler, so we got him to show us the colour of his money and prove his prowess on the green beize. Tom Cruise he's not, but when it comes to pocketing balls there's no-one better. Follow his step-by-step guide to complete all the trick shots in this portable pool player's paradise. Your break Matt!

Trick Shot 1

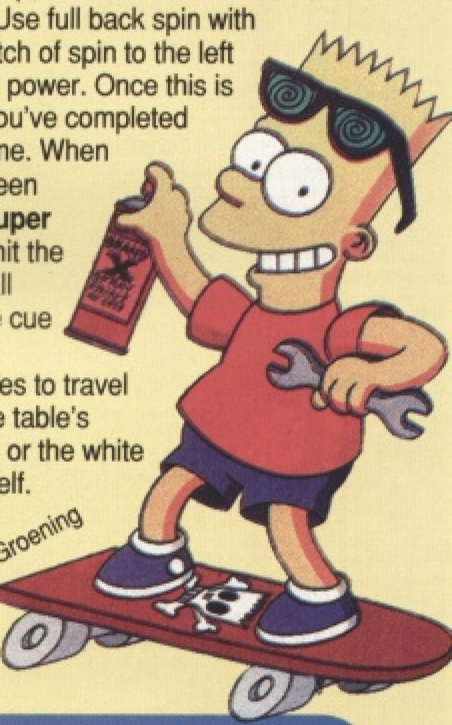
Press and hold [R] on joypad until direction is in a straight line to the right. Use full power and no spin.

Trick Shot 2

Press and hold [L] on joypad until direction is a in a straight line to the left. Use full power and no spin.

Trick Shot 3

Press [B] to change numbers into ball shapes. Aim directly for the number two ball (the middle of the bottom three balls). Use full back spin with one notch of spin to the left and full power. Once this is done you've completed the game. When the screen says **Super Ball 9** hit the nine ball and the cue ball continues to travel until the table's cleared or the white pots itself.



© Matt Groening

the Space Mutants

Buy a whistle and blow it when you reach the last window in the retirement home. Grandad Simpson throws ten coins at you. Collect them for an extra life.

Level 2: Shopping Mall

Keep jumping on the white bins for 1-ups and coins. When you get to the patch of wet cement, jump up and down on the second piece of candy three times and it carries you across.

The first ashtray after the first escalator reveals a secret warp to the hat room.

Level 3: Krustyland

Walk into the first building and go to the first platform. Walk under the airpipes and wait a couple of seconds. You're rewarded with fifteen coins. The games at the beginning are pretty poor but there are plenty of coins to be won, so persevere!

At the shooting range Bart's marksmanship improves if he jumps for some of the targets. At the test-your-strength meter climb the ladder to the top (avoiding the bombs) and jump to the left! Land on the meter and it goes to the top, giving you three coins and invincibility.

Bart's not averse to a spot of cheating and an excellent place to do this is at the Wheel Of Chance. Pick up the magnet bought at Toys 'n' Stuff in the first stage, select it and press [START] before you pick a number. The magnet makes the ball land at the number you chose.

At Krusty's dome, fall off the red platform and land in his mouth. Get the extra-life then jump into his mouth. You appear in a corridor with ten coins. Enter the strong man competition and there's every chance Bart will win a slingshot!

For a warp, head to the red and white tents in the carnival scene. Jump on the window ledge of the last tent and push down. You now have access to all the other tents.

Level 4: Springfield Museum of Natural History

To get the coins and extra life out of the glass cases, super-jump on them a few times. At the confrontation with the end-of-level dude, jump over the purple flame and the guys. Staying in the air is the way to get past this dude — you've got to keep leaping until you've beaten him!

Level 5: Springfield Nuclear Power Plant

To use the lifts, stand directly in front of the door and press [B]. Push [UP] to enter. When inside, use the [LEFT] and [RIGHT] arrows to choose the floor and press [B] to start and [DOWN] to exit. Keep your eyes peeled for the statue of Jebediah Springfield.

His statue makes Bart temporarily invincible. In the field behind the monument's a skateboard and I'll give you a helpful hint... there's something purple on his arm.

When you've got all but one of the power rods, find Maggie then press [B] and she puts her dummy in the place of the missing power rod. That's it! Congrats — you've completed the game!

Contra III: The Alien Wars

Nicholas Hudson from Walton-on-Thames, Surrey has come up with his own ingenious (and long-winded!) way of getting 29 lives. On Level 1, get the homing missiles at the start and press [X] so you don't lose the weapon if you get hit. Go right and destroy the building with the man on top, the two guns and the red circle. Jump on the top platform to the left of the screen. Select homing missiles by pressing [X] and keep [Y] pressed. Enemies run onto the screen and get blasted by your missiles. Now the clever bit! Press [PAUSE], put the joypad on the floor and get a heavy object to hold [Y] down — so you keep firing! Go and watch an episode of *Eldorado* and by the time you come back you'll have 29 lives. That's what I like to see… a tipster use his brain!



Nicholas also includes a handy weapons profile showing which weapons are best in different circumstances.

Weapon	Speed	Power	Range	Comment
Rifle	15 shots per sec	1/10	5/10	Very fast, long-range, not powerful, only fires a thin line of fire in eight directions
Homing gun	ten shots per sec	2/10	10/10	Hits anything on screen. Not very powerful, good for lots of weedy foes
Fire Gun	constant	8/10	6/10	Very powerful, excellent on top view stages, fires through walls
Crush Gun	six shots per sec	9/10	4/10	Powerful short-range weapon. Keep for end-of-level guardians
Laser Gun	one shot per sec	9/10	5/10	Good from long range though not very powerful.
Spread Gun	three shots per sec	5/10	9/10	Five-way, five-times more powerful than rifle, hits anywhere on screen because of the spread.

Use a long-range weapon like the Spread or Homing gun as your main blaster! Keep a powerful weapon like the Laser or the Crush Gun in reserve as a second gun. Use it only when you get to the really evil dudes.



Action Replay

When it comes to Action Replay codes **David Simmonds** of **Bournmouth** is the king. He sent masses of codes for all the latest titles to help you get further than you thought possible, so here they are:

Strike Gunner (STG)

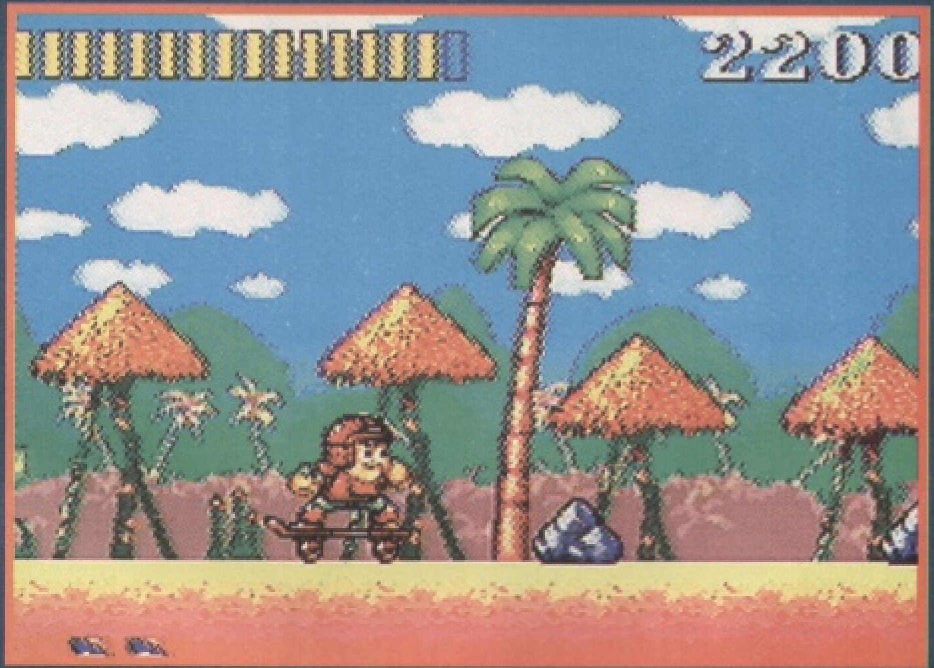
7E023A03 Infinite lives player one
7E024403 Infinite lives player two
7E023F03 Weapon energy player one
7E024903 Weapon energy player two

Super Valis

7E0FB528 Energy
7E0FAE10 Unlimited special attacks

Super Adventure Island

7E030D02 Infinite lives



Un Squadron

7E10088 Unlimited energy

Magic Sword

7E0431A0 Player energy
7E042304 Captives energy

Super Smash TV US Version

7E053105 Infinite lives player one
7E053205 Infinite lives player two
7E189906 Weapon energy player one
7E189A06 Weapon energy player two

Contra III: The Alien Wars

7E1F8C01 Bombs player one
7E1FCC02 Bombs player two

Super Aleste

7E015203 Bombs

Actraiser US version

7E001D08 Unlimited energy if playing from the start of the game

Mystical Ninja US Version

7E1AB002 Lives player one
7E1B6002 Lives player two
7E009699 Infinite time

Producer: MASNA/BRODERBUND ■ Players: 1 ■ Price: £45.00
Supplier: KRAZY KONSOLES Tel: 0422 342901

N-FORCE KNOCKOUT
SNES





Magic carpets, dingy dungeons and mild-mannered mice — what the hell's all this about then? SHADES is the man drawing swords...

Prince of Pers

Here's a tale of castles, vicious fighting and oranges. It's not half-time at the local football pitch — it's the internationally-acclaimed *Prince of Persia* bursting onto the SNES.

Life was peaceful in Persia (now called Iran, but Prince of Iran doesn't have the same ring!) until the sultan went away to fight, leaving his daughter in the hands of his Grand Vizier Jaffar (hence the oranges gag!).

Being a power-mad weirdo, Jaffar seized control of the land and asked the beautiful princess to marry him. But she was bonkers about a village lad, so refused and got herself sent to the tower — with only an hour to reconsider!

Her brave beau was thrown into the dungeons to stop him meddling — now he's got to escape and rescue her! What a touching tale.

> **"It's a visual delight, packed with action and chivalry"**

Slice that salami

That's the sloppy bit, here's the bottom line. There are 20 levels between the princess and our hero, full of traps, guards and tricky mazes. It's tough — most players are sliced up in seconds!

Jaffar does anything to stop the rescue attempt and has recruited hoards of sword-wielding guards. The dungeon boys are quite a pushover but in the private chambers it's arse-whipping time.

Deep pits are everywhere, gaps need jumping and portcullises open by hidden pressure pads. Make a wrong move and the red stuff spills all over the expensive Persian rug!

Every level completed gives a password to use in future games and a training level's supplied to introduce players to all the pitfalls (pun intended!)

Compared to other versions, this game's absolutely massive and much more playable. There are eight more levels — all larger, more battles to win against top-notch swordfighters and stunning graphical sequences.

Flippin' stunning

All the animation's smooth and detailed with breathtaking backgrounds. For ultimate realism, sprites were created after watching reels of black and white swordfighting movies — it works too!

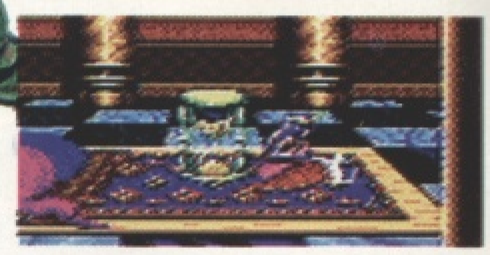
Prince Of Persia takes the standard platform beat-'em-up and gives it a hard twist. It's a visual delight packed with action, chivalry and lots of rampant snogging! Go out there and grab a copy now, if you dare!

SHADES 92%

FORCEFAX



The easiest way of getting through the blades is to carefully step up to them then take one small step through just as they close.





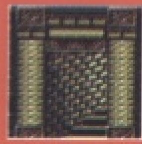
Take that you nasty person with a funny beard and a towel on your head. Nothing can stop me from rescuing my beautiful girlfriend. What? £20? Alright then!



This version — compared with other formats — kicks serious arse. Graphics are much better and the layout's quite different on many levels making it far more challenging. Sprite animation's superb and coupled with the immensely-detailed backdrops gives it the look of a winner. Gameplay's fast, smooth and extremely addictive. In short, a real knobbler and highly recommended. ***GUNNS 91%***


Spikes: fancy being a cocktail sausage?

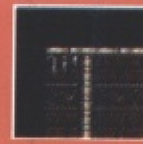

Potion: glug, glug! Extra energy!


Exit: always a welcoming sight for sore eyes

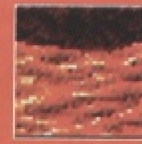

Moving platform: usually near blades

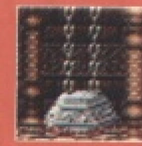

Mouse: helpful little chap smelling of cheese


Blades: it's time you cleaned your teeth!


Portcullis: better be quick or they shut tight


Mirror: see the other side of yourself!


Lava: hot stuff which can cause chaffing!


Twomp: for a tense, nervous headache!

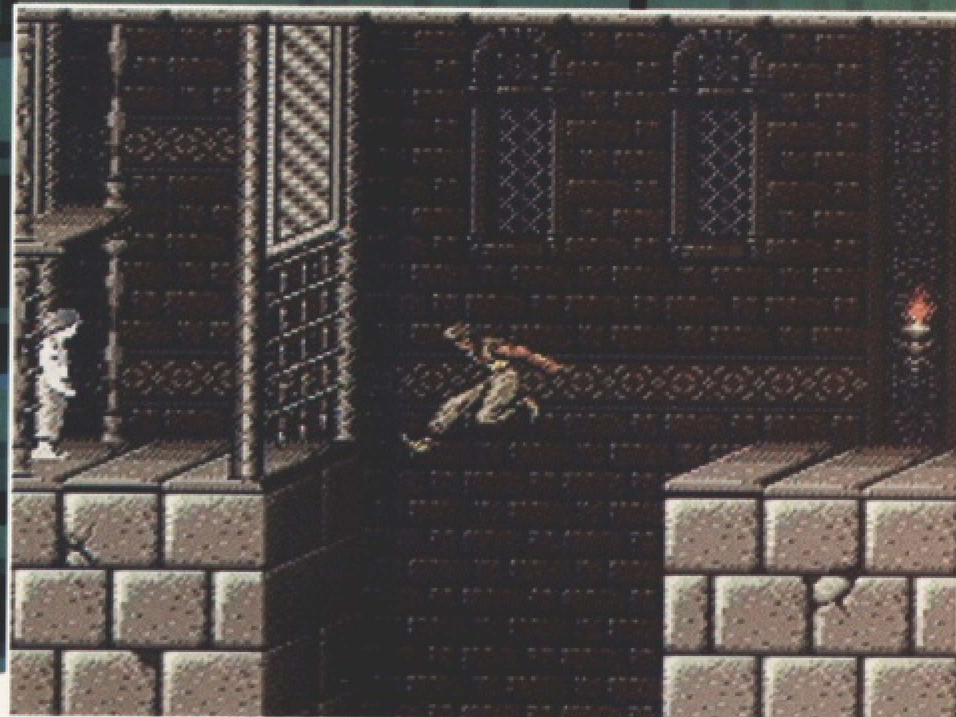

Slicers: I'll have a quarter of bacon please


Swipers: duck or else you'll lose your head!

sia



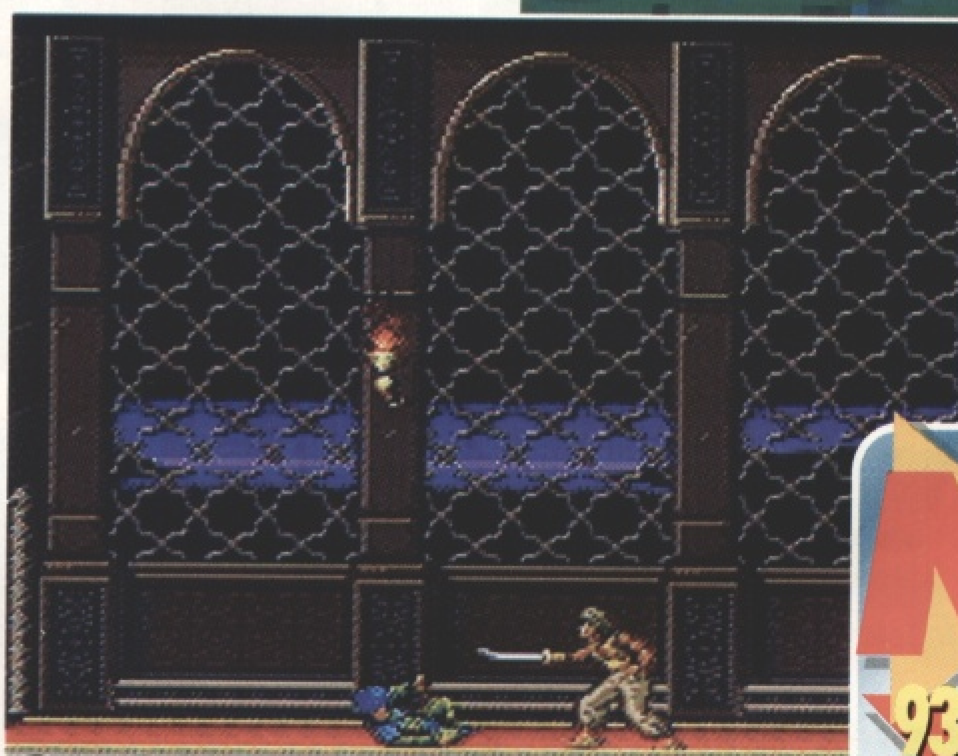
What's this? A sword! My, I bet this could come in useful against that fat man with the big weapon I saw in the last level.



Yee-ha! Our hero takes a death-defying leap from the stone ledge only to find his shadow waiting to stamp his foot on the pressure pad. The shadow returns throughout the game to pester and gobble up all the special potions.



Tip-toe through the deadly blades and see if you can make a nice pattern on the palace floor!











N RATING

93% VISUALS
● Stunning. Gorgeous backdrops, great animation — it'll take your breath away

90% SONICS
● Lots of atmospheric soundtracks and chopping effects

94% PLAYABILITY
● Twenty levels of action with numerous puzzles and obstacles to overcome

93% LASTABILITY
● The password system ensures you'll want more and more!

92% FORCE
● A masterpiece of a game, but could've done with more blood!

Producer: BANDAI ■ Players: 1 ■ Price: £42.00
Supplier: KRAZY KONSOLES Tel: 0422 342 901

SNES





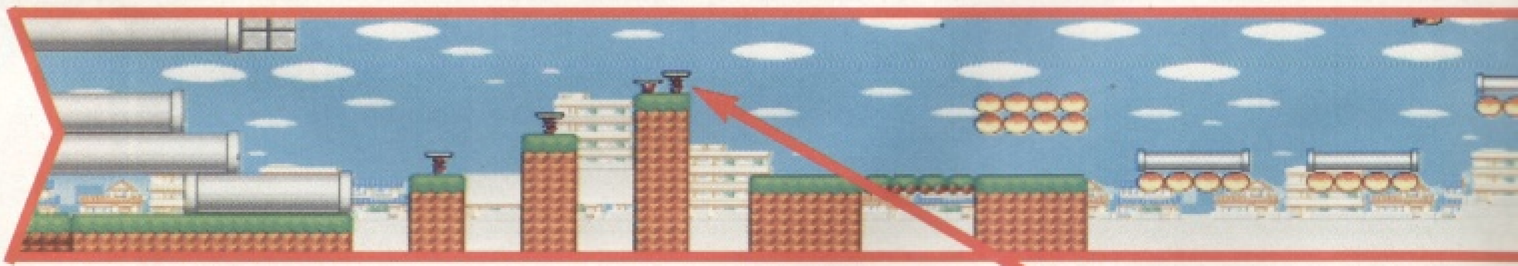




OZ went through a weird phase this month — he actually liked the taste of the sticky stuff they put on envelopes! Little did we suspect he was gumming-down as training for this tasty platformer...

Magic Advent





Use the spring boards to zoom higher into the sky, then reach the higher boulders and give 'em a good slurping!

The hero of *Magic Adventure* is short, cow-eyed and cheaply dressed: your average platform character. Until you press the fire button, that is, when he wields the strangest 'weapon' ever…

When facing a deadly foe, he sticks out his massive tongue and gives 'em a sloppy great lickin'! Eat yer heart out, Gazza! Unfortunately, this is where originality begins and ends. *Magic Adventure* 'borrows' ideas from various sources and wraps them up into a single unimpressive take-it-or-leave-it package.

The plot's barely worth mentioning: 'Mr Licky' has to rescue his girly from the clutches of a bat-like wizard.

Licky navigates each level's eight sub-stages using a series of paths and junctions. Each spot on a path marks a different game section.

Brave and boulder

Most common are the scrolling platform stages, patrolled by a variety of small creatures — moles, wasps, rats — and have underwater stages featuring piranhas, sharks and hermit crabs.

The aim's to reach the end of the stage within the time limit, but it's wise to lick up boulders littered around to exchange for extra powers at the end of each scrolling section. Card games are versus one of the characters who loiter the paths, and include Speed, Snap, and Hi/Lo.

> **"Entertaining, but not that engrossing"**

Fruit machines let you gamble those luverly boulders; if the reels stop in your favour, you're rich! In a rounded, stone-like manner, anyway… similarly, it's your lucky couple of minutes if you reach a prize location.

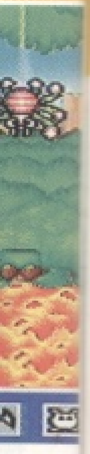
Magic Adventure is a large, busy, entertaining arcade adventure but it's not that engrossing or rewarding. Completing a section, even a whole area, is a minor gaming achievment.

Though bright and cartoony, the enemy sprites are rather small and rarely threatening. Music's twee but there are some neat sampled sound FX.

The most fun you get from *Magic Adventure* is sticking out that massive, sloppy tongue and licking things to death! But for some people that makes it a little too close for comfort…

OZ 75%





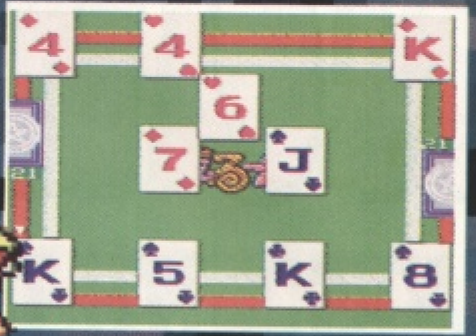
Finger-lickin' good

- **Speed up:** more lickability power for our hero!
- **Vase:** protect yourself from the powers of evil.
- **Sushi:** super swimability for underwater levels.
- **Higher jump:** jump to the top of the screen easily!
- **Power rod:** grab these to wipe away your foes.
- **1-Up:** extra lives always come in handy!

OT
AT
KED!

ture



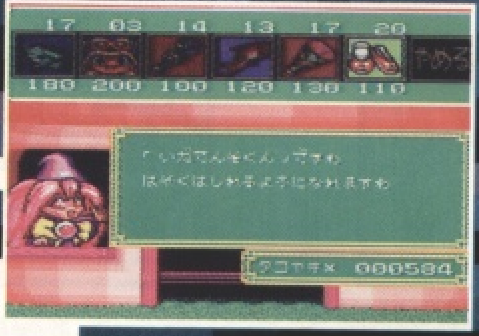


Playing Speed with a friendly passerby. Take them to the cleaners and they let Licky move on down the road.





Dodge the lava balls as the volcano erupts in our hero's face — ouch!

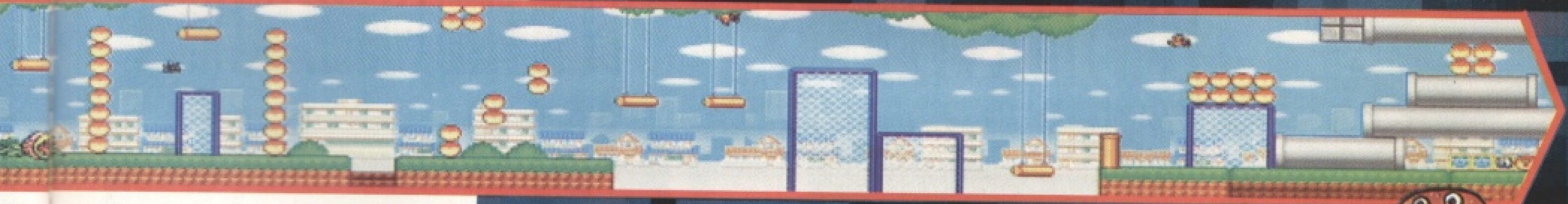


FORCEFAX



Swot up on all your card games like Speed and Hi/Lo — the players in this are tough to beat — and they cheat! Keeping a tongue out at all times is also a good idea: you never know when something may need a good licking!







!

Power-up icons are dotted about each level. Grab them and watch the baddies run for it!

Just one of the many nasty creatures flying and crawling about the level! Pop down the hole and collect a few more boulders along the way!

End of the level at last! Give the rotating balls a quick lick and it's time to move onto the next fun-filled level!





Weird and wonderful's the best way to describe *Magic Adventure*. It has many of the features and sound effects found in *Super Mario World* coupled with wicked colourful graphics and the original idea of licking enemies to kill them! The world to discover's massive and packed with interesting nooks and crannies. The SNES effects are well used with one level turning *Alice in Wonderland* with expanding and shrinking teleports and another in a thunderstorm complete with blackouts. This is loadsa fun, try it out and see!

SHADES 79%

N RATING

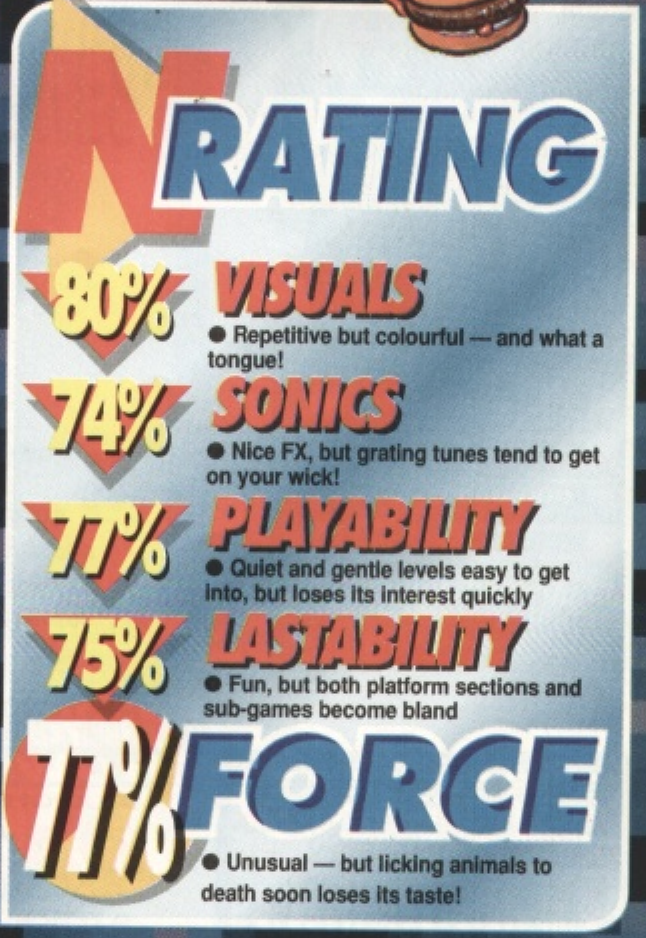
80% VISUALS
- Repetitive but colourful — and what a tongue!

74% SONICS
- Nice FX, but grating tunes tend to get on your wick!

77% PLAYABILITY
- Quiet and gentle levels easy to get into, but loses its interest quickly

75% LASTABILITY
- Fun, but both platform sections and sub-games become bland

77% FORCE
- Unusual — but licking animals to death soon loses its taste!



NOW THE POWER

YES, WITH THE ACTION REPLAY CARTRIDGE YOU CAN

Just imagine, infinite lives, unlimited energy, fuel/ammo. Become invincible with the

FANCY YOURSELF AS A GAME HACKER?

- **Action Replay is a powerful cartridge specially designed to allow the user to effectively "re-program" their cartridges so they can play their favourite games to destruction!**
- **Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use . . . the average cheat takes only minutes.**
- **No user knowledge is required at all - if you can play the game you already know how to use Action Replay. All input is via the joystick/pad - it couldn't be simpler!**

"Pro Action Replay is a mean piece of hardware, this thing busts games wide open"
TOTAL! 94% RATING



PRO ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS

FOR THE SUPER NES™
£49.99



PRO ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS

FOR THE GAME BOY™
£34.99



MORE POWER

- **SUPER NES™ version of Action Replay also allows you to use American and Japanese cartridges on your UK console . . . that's dozens of titles available NOW!**
- **Game Boy™ version of Action Replay is ultra compact. It's only the size of a normal cartridge so there is no need to carry any bulky hardware.**

"NINTENDO", "GAMEBOY" & "SUPER NES" ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!
ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....
DATEL ELECTRONICS
GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

*** IMPORTANT**
ACTION REPLAY IS *NOT* DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY NINTENDO OF AMERICA INC.

TO FIGHT BACK!!

NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

unlimited power or extra Action Replay Cartridge.

With its advanced ASIC hardware design,the Action Replay Cartridge can react to new games as they appear. No need for future updates, no need for code books . . . this is the only cartridge you will ever need.

Unlike other products Action Replay has a unique built-in "GAME TRAINER", which allows you to easily find and create your own cheats for Infinite Lives, Power, Energy, Levels, etc. etc. No need to wait for someone else to supply you with cheats!!!!

INFINITE GAME BUSTING CODES WITH BUILT-IN CODE GENERATOR!!

Pro ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS

FOR THE NES CONSOLE™

£34.99

UNIVERSAL ADAPTER
Designed and Manufactured by DATEL ELECTRONICS

NOW YOU CAN PLAY AMERICAN & JAPANESE CARTRIDGES ON YOUR UK CONSOLE.

With this universal games adapter you can now choose from the huge range of available US & Japanese software for your UK SUPER NES™ or UK NES™ Console.



FOR THE SUPER NES™

£19.99

FOR THE NES™

£19.99

NES™ version of Action Replay also allows you to use American cartridges on your UK console . . . that's dozens of titles available NOW!



"NES" IS A TRADEMARK OF NINTENDO OF AMERICA INC.

24 HOUR MAIL ORDER HOTLINE
0782 744707
Access VISA SWITCH
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

ALSO AVAILABLE FROM ALL GOOD GAMES STORES INCLUDING:
Virgin GAME CENTRES · WH SMITH · TOYS"R"US
COMTAZIA GAME STORES: 0922 614346
MICROFUN: 0709 360000
SOFTWARE + (MCD): 0268 590091
THE COMPUTER STORE: 0302 890000
TERRIS GROUP: 0689 827816

DATEL Electronics LIMITED

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

Producer: CAPCOM ■ Players: 1 ■ Price: £39.99
Supplier: VIDEO GAMES CENTRE Tel: 0202 527314

NES





Floppy hats, enormous bills — is it a taxman with a fetish for felt? Naw, it's a detective duck, an' GUNNS likes them with orange sauce!

Death-defying, dangerously daring do-gooder — Darkwing Duck defeats dastardly devious desperados! (Phew.)

Yes, he's here. Lock up your daughters cos the suave, sophisticated and downy special agent's making his debut on an NES near you.

The organisation S.H.U.S.H need old Darky to counter a mysterious spate of crime believed to be the work of the F.O.W.L organisation

Control DW and his unique powers to regain the stolen loot and restore peace to the streets of St Canard City!

Quality quackers.

Although there are no great departures from the standard platform/shoot-'em-up formula, this game's well put together, combining cartoony graphics with some very tough gameplay.

Capcom have reproduced and animated the comic character even down to his oversized floppy hat and flowing cape. Quite simply, quality-wise, this game's tighter than a duck's arse.

> **"This game's tighter than a duck's arse"**

In the first three levels, take on the Liquidator who's blocking the sewers, Quackerjack and his henchmen who're holding up construction of the city's new bridge and Wolfduck who goes berserk at the slightest hint of a full moon and is rampaging through the streets wreaking havoc.

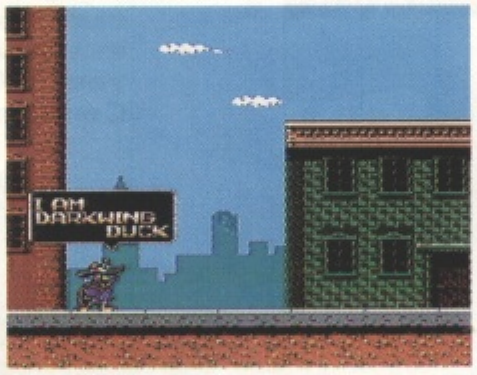
As Darkwing, go through the vile villains like crap through a goose! With neat manoeuvres including a jump and hang-on move — very useful at the bridge construction site — and a cape shield which deflects most missiles, it should be a waddle, sorry doddle.

Darkwing Duck really fits the bill. Although breaking no ground gameplay-wise, it's challenging, light humoured and smoothly animated — solid value-for-money entertainment and then some.

GUNNS 84%



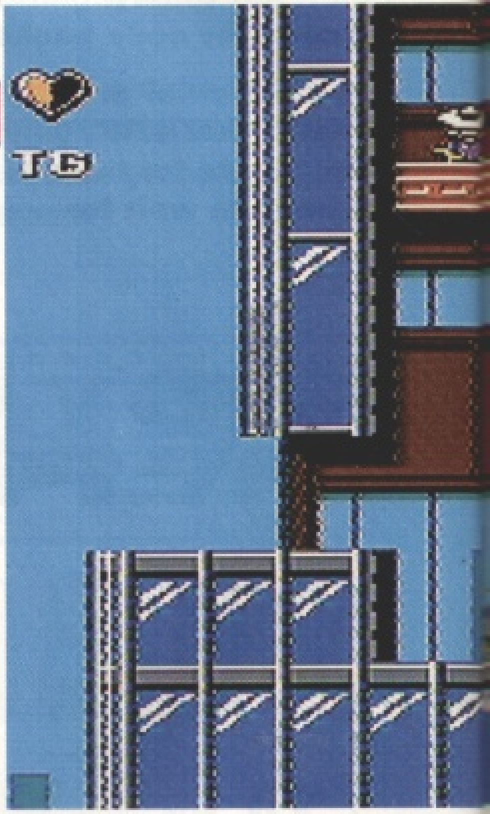
Flying through the night, it's so exciting. Darkwing Duck comes in to land his tasteful magenta cruising machine.



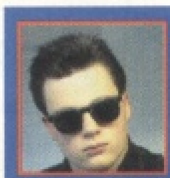
FORCEFAX



To avoid the hook-hanging bat mid way through the bridge level, jump onto the hook closest to him, jump up and then back to the previous hook. The bat flies past leaving you unharmed.



Holding a conversation with the stubby robots (above) is not a good idea! Just get out the laser gun and blow the suckers away. The two extra lives tucked away at the top of the screen are tricky items to get to, exploring the level will uncover secret items that can help.



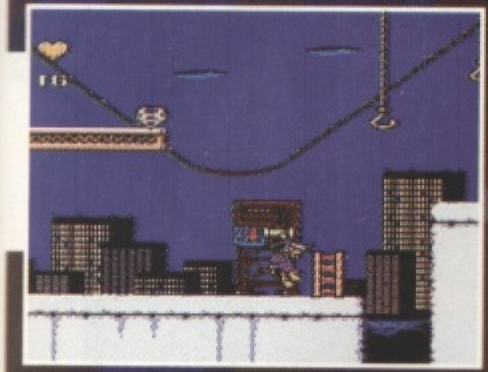
Oh look. It's one of those NES platform action games. You know the type. Lots of cutesy characters, lots of weapons and lots of snoring! Okay, if you're a big fan of this genre then I'm sure *Darkwing Duck* can keep you happy for hours. But anyone who already has umpteen games identical to this in their collection (very likely) will be bored in minutes.

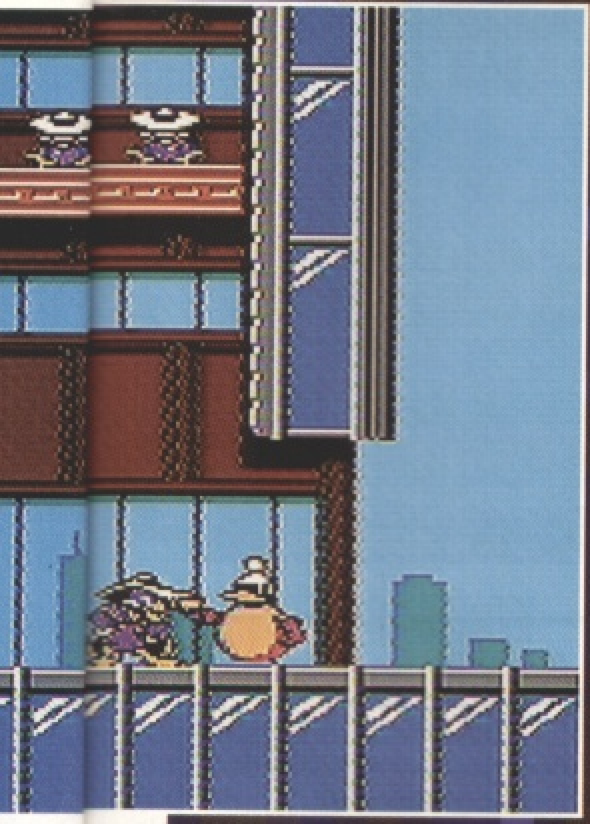
SHADES 69%

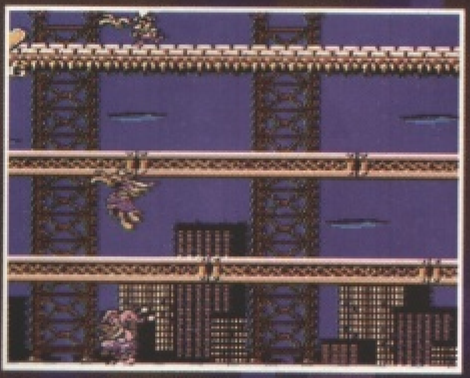


Darkwi





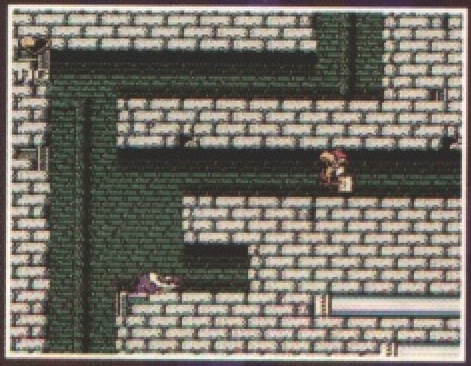




It's end-of-level time again with a nasty situation involving girders, a rabid rabbit and lots of slippery banana skins.



Who turned out the lights? Spotting sewer rats is a tricky business when our duck hero hasn't got a torch.

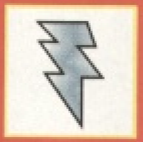


Hiding's no good. The evil creaturewith the mallet keeps bashing away until he gets his first blood!

Gaseous gizmos



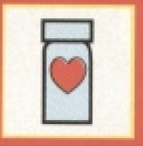
Heavy gas: these fall to the ground and explode sending out shock-waves.



Thunder gas: launch two bolts of lightning from the gas gun.



Arrow gas: bestest yet, powerful and can be shot against walls for climbing.



Small first aid kit: restores one quarter of Darkwing Duck's health.



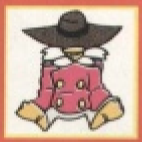
Large first aid kit: this is the business and restores all of DW's health.



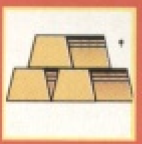
Small gas energy canister: adds one unit of gas energy to DW's gas gun.



Large gas canister: for use after a curry, or maybe it adds 10 units to DW's gun?



Darkwing doll: DW's girlfriend. Not really, it's an extra life, honest folks.

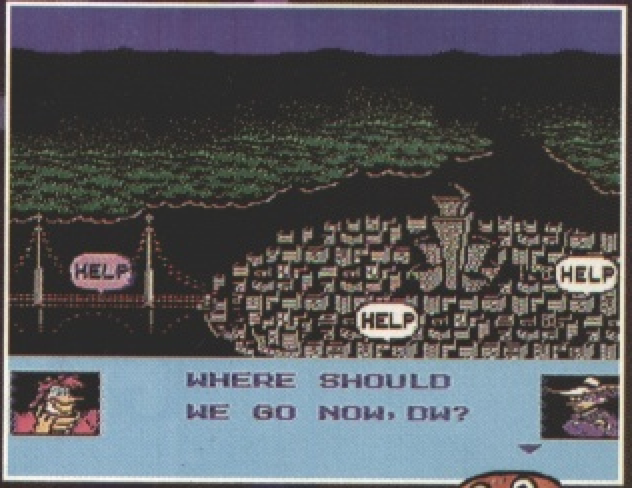


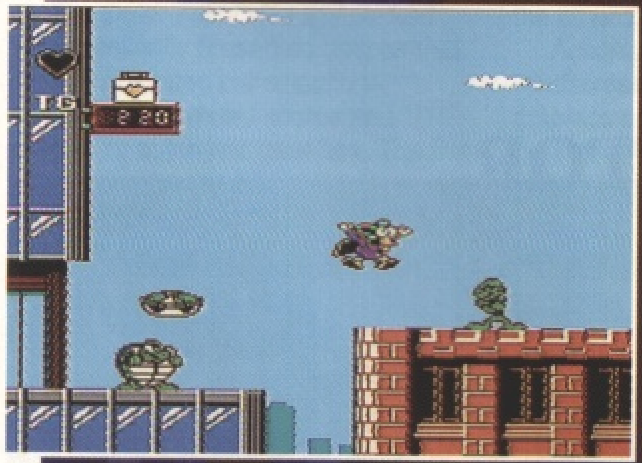
Gold bullion: collect to add 500 points to DW's score. Grab 'em when you can.



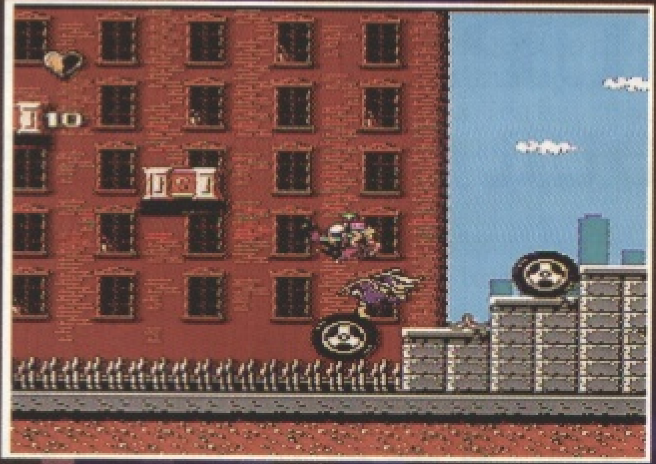
Diamond: adds 100 points to DW's score and points make extra lives.







Surprised by a Ninja Turtle impostor, and just as Darkwing was about to claim his extra energy!



This section is wheely fun. One false move near the banana and the duck goes tail feathers over bill!

...ng Duck

N RATING

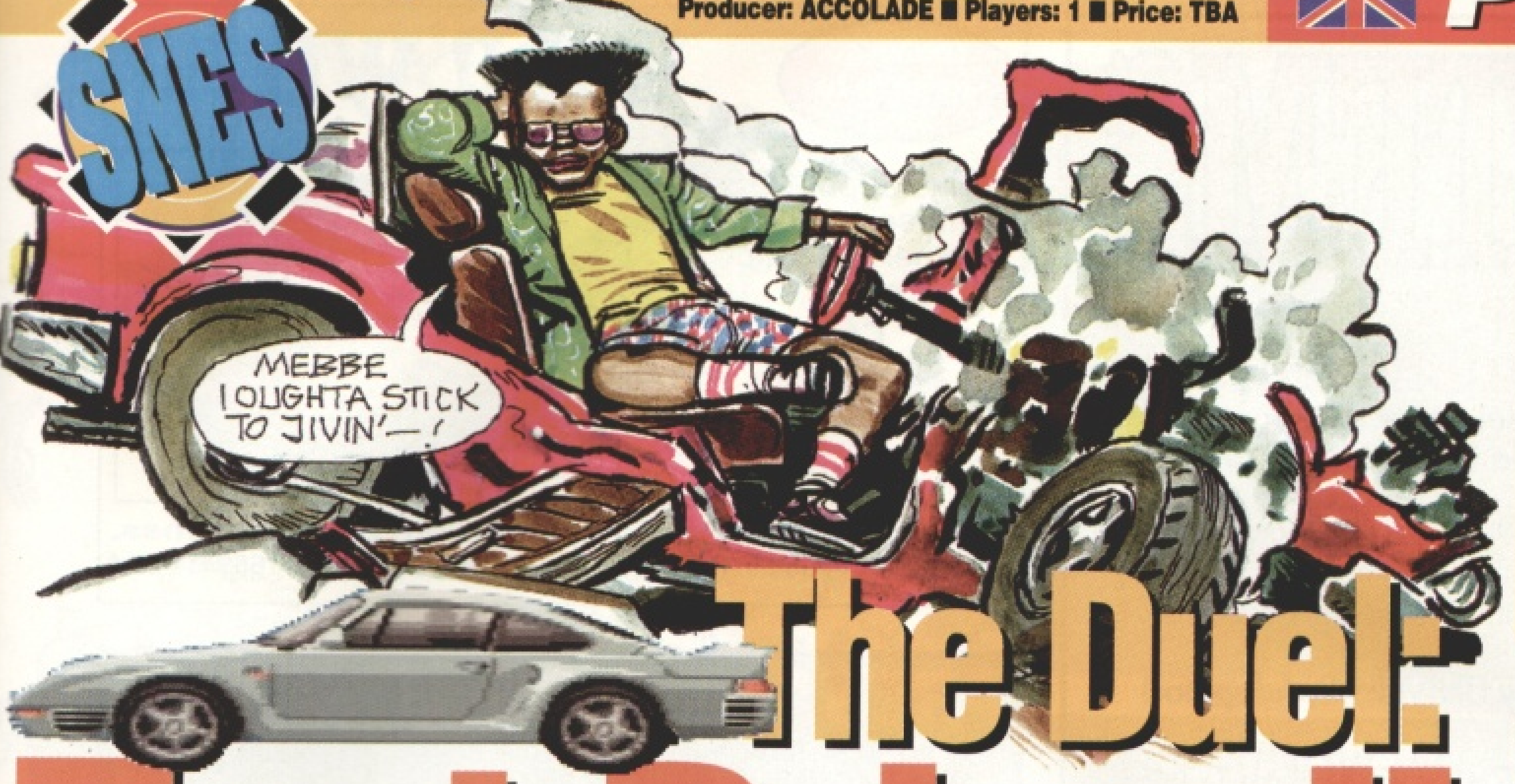
80% VISUALS
- Great cartoon-style graphics coupled with neat animation

75% SONICS
- Catchy tune — almost recognisable as the series theme!

77% PLAYABILITY
- You can get straight into it — no probs at all

75% LASTABILITY
- Not enough difficult bits to last very long

77% FORCE
- A true conversion but nothing original whatsoever



The Duel: Test Drive II



Red, amber, green — screech! SHADES takes his new Ferrari for a spin... into a tree!

Fancy test driving a shiny new Ferrari F40? Or how about a Porsche 959 or a Lamborghini Diablo? You could always be like Ace and go for a Robin Reliant! They're all in the new road racer from Accolade, with the exception of the plastic pig!

The Duel: Test Drive II is packed with excellently presented options that include animated car selection screens, three music scores and manual or automatic gear box. The five levels of difficulty take drivers through deserts, cities and across the west coast of the USA.

Full speed ahead

There are two types of racing game available. Against the clock for a fast time or racing an opponent in one of the other zippy cars.

Action's seen through the windscreen with different interior graphics and gear boxes for each car.

The on-road visuals include cows, trees, houses and the dreaded police car ready to stop any speeders in their tracks. If stopped by the cops the game goes into an animated sequence where the guy jumps out of his car and sticks a speeding ticket into the player's face.

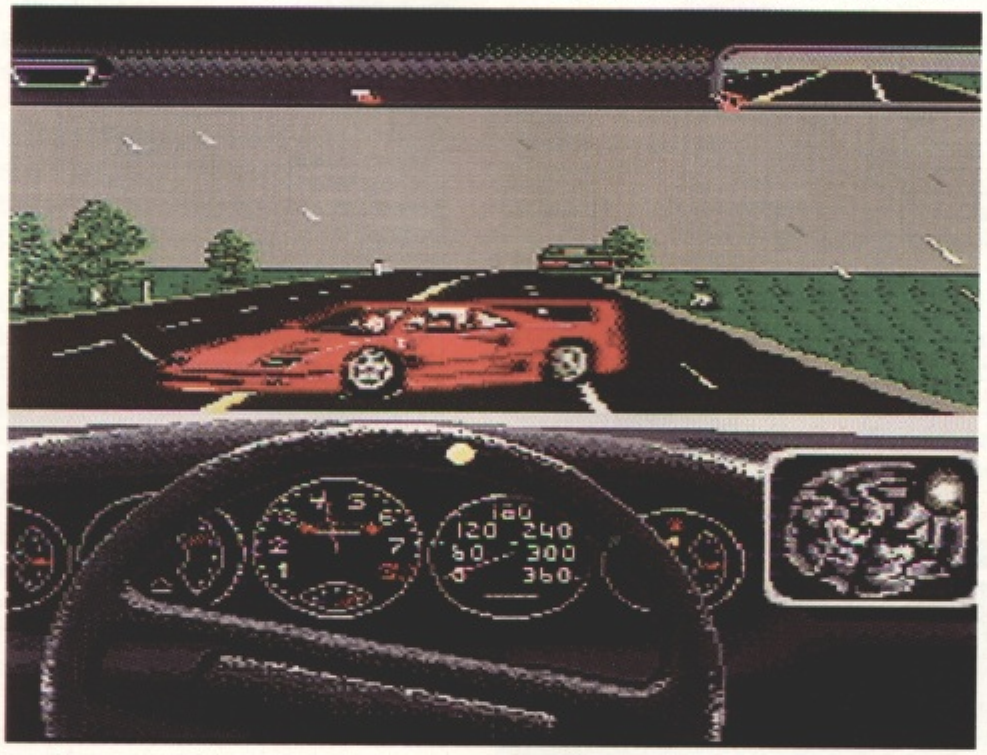
It's very easy to blow the engines on these high powered cars, especially when the road dips and the car soars into the air. It's a good idea to keep an eye on the revs as an explosion under the bonnet in mid-air ain't much fun!

Gas guzzling

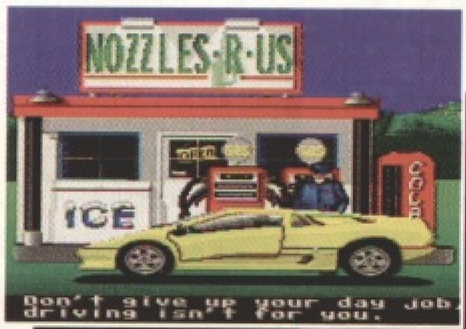
These cars soak up petrol by the gallon so stopping for a top-up's a good idea. The less time spent at the filling station the better cos it gives the police and any opposition a chance to catch up.

The original *Test Drive* game that all this is based on sold over 500,000 units. The SNES version of the game's a right corker too with lots of scenery to fly by and speeding tickets to be collected.

Check it out soon!



Arrgh! Get out of the road you maniac. Driving like that you could get someone killed. Hold on, weren't you my driving instructor?



Filling up with petrol. Can you just get me a Bounty, a bottle of milk, oh and how about some charcoal brickettes or a presentation pot of Dundee marmalade?

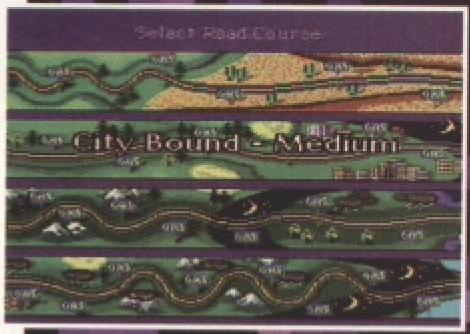
FORCEFAX



Accelerating going over bumps is not a good idea — too high revs in mid air can cause a costly explosion under the bonnet.



Whoops! Only 80 miles per hour? That's disgraceful in a car like this, it should be 180 at least.

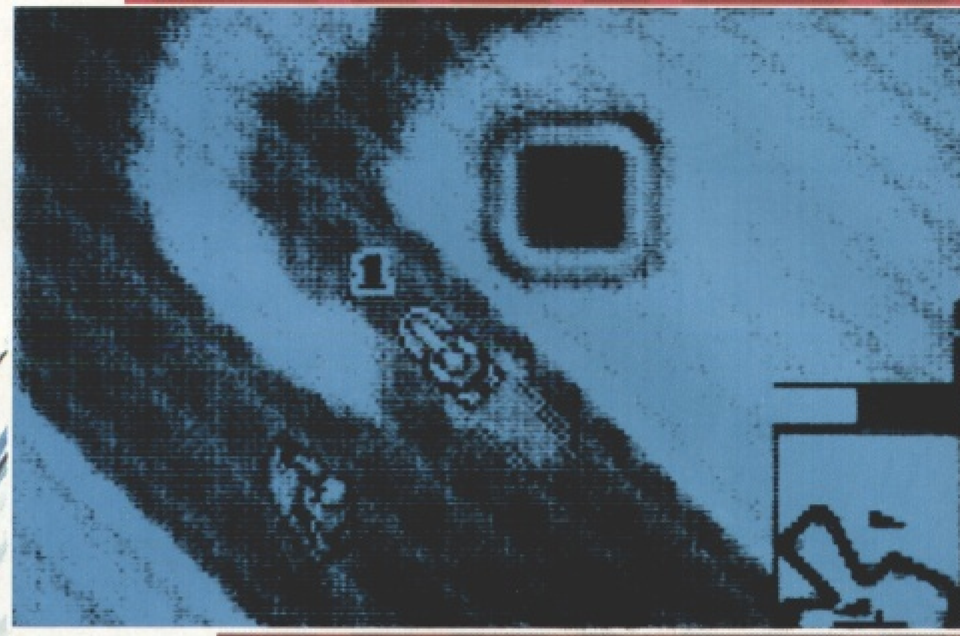


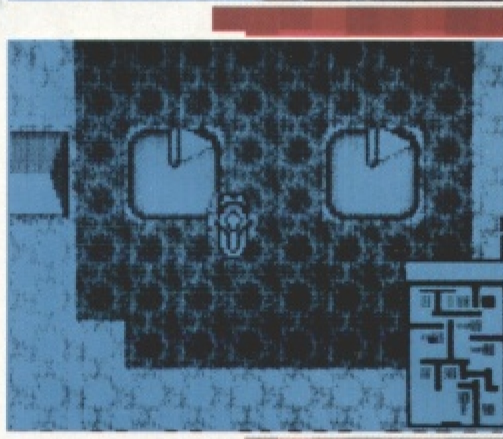
Four great courses to drive through with different weather conditions and difficulty.











Wave Race





Power up the jetskis and hide the herring! SHADES becomes wavy Davey for a day and rides the surf.

Yes, it's water racing time with three powerful personal water craft (jetskis to normal peeps), lots of exotic locations and action-packed courses gagging for a speedy racer.

Wave Race splits into two games. In the first, weave in and out of flags to score points, in the second go round the circuit past checkpoints, collecting power-ups.

Racing's viewed from above with detailed animation on the jetskis and lots of surf and spray everywhere! Between games there are some great presentation screens and large characters.

Surfing USA!

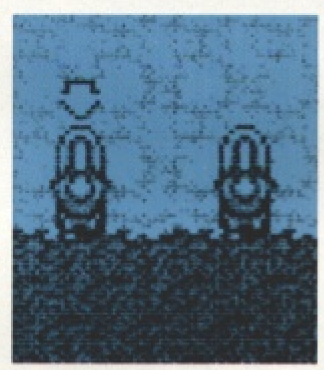
Succeeding means lots of argie-bargie with fellow players and anything in the way. Jumps help to get ahead — you fly over the opposition (landing's another matter).

Each jetski's equipped with a turbo boost, but use it too much and the ski stops altogether — you're laughed out of the race!

Obstacles to avoid are shallows, whirlpools and currents. Collect dolphins to stop the boat slipping and octopii to sap other players' turbo energy.

This is a frustrating race game. All the slipping and sliding's quite realistic but makes you want to scream when the opposition just shoot by. Not a long-term attention holder.

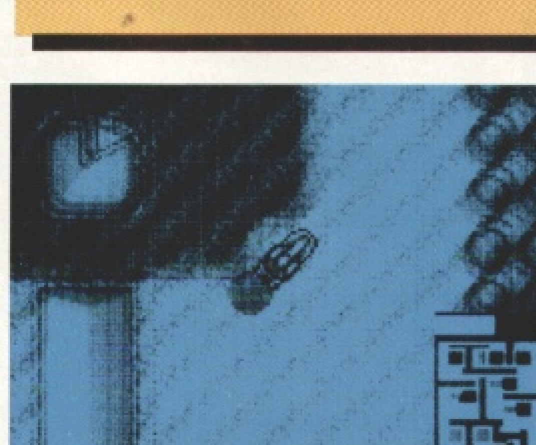
SHADES 59%





Jet-ski racing for your Game Boy, pull the other one! Well here it is, yet another tepid, mediocre racing game that looks okay but is lacking in depth and playability — it's only any good in multi-player mode. Choose between circuit or slalom racing and that's yer lot. No guns — no good!

GUNNS 45%



Wetsuit on, spray in your eyes and every possibility of a great big shark right behind you! Probably best not to fall in the water at the moment.

N RATING

70% VISUALS
● Well detailed with some good presentation screens

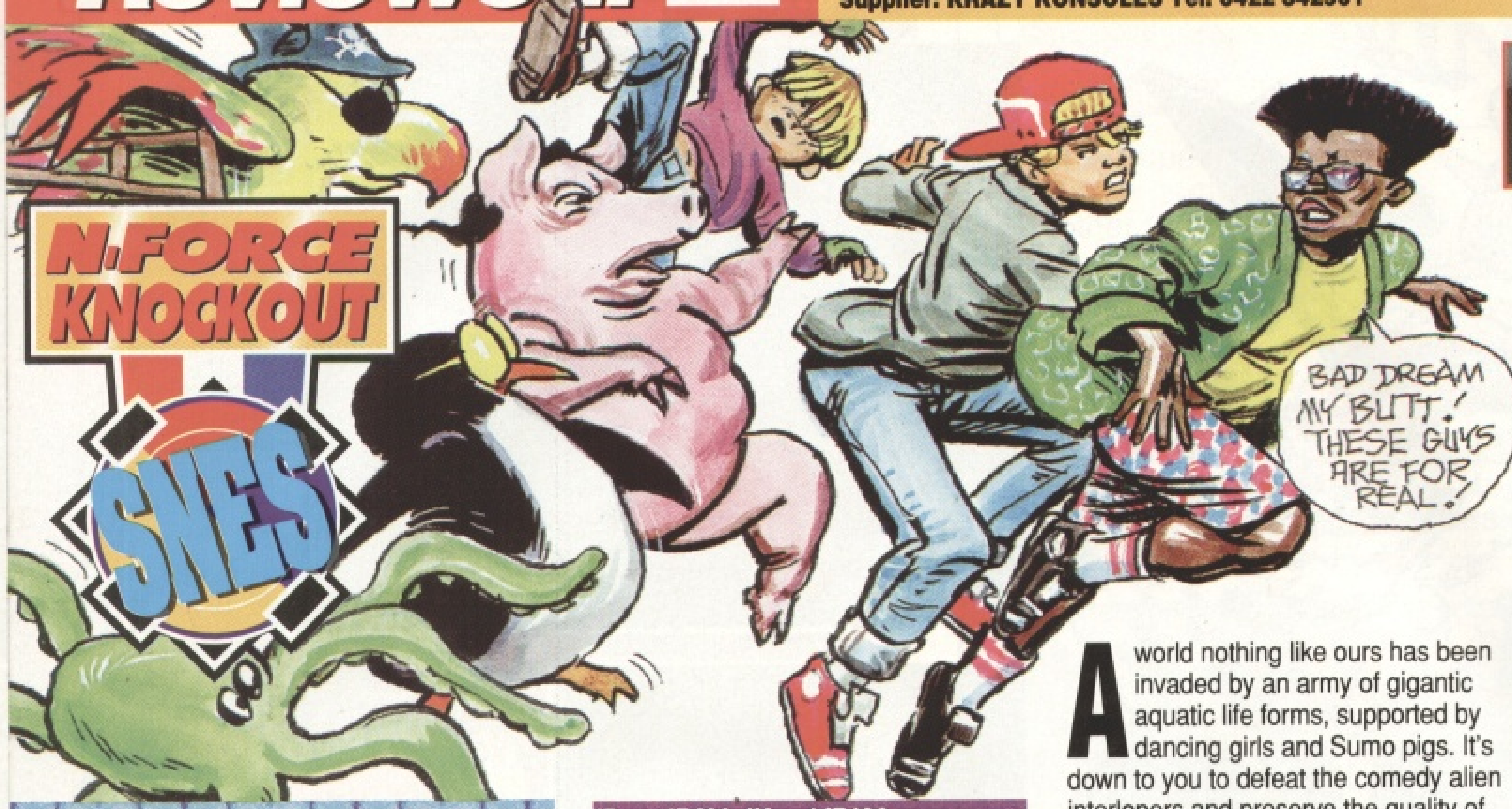
60% SONICS
● Slurping effects as the jetskis race — average soundtrack

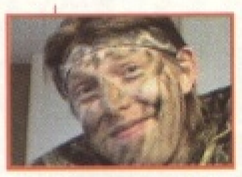
52% PLAYABILITY
● The constant argie-bargie soon gets annoying

54% LASTABILITY
● Fun for a while but it'll soon be switched off!

52% FORCE
● Not worth making a big splash about. Give it a play before you buy!

Producer: KONAMI ■ Players: 1 OR 2 ■ Price: £47.00
Supplier: KRAZY KONSOLES Tel: 0422 342901





Space travelling Octopii, pirate parrots and a tap dancing pig in a bubble? GUNNS has a loaded penguin and he's not afraid to use it!

A world nothing like ours has been invaded by an army of gigantic aquatic life forms, supported by dancing girls and Sumo pigs. It's down to you to defeat the comedy alien interlopers and preserve the quality of life for penguins everywhere!

It's at times like this I wonder what Japanese programmers and designers are on — it must be good cos this game's so far out, you'd be hard pushed to see it with a radar telescope!

Firstly, pack up your sense of reality cos you won't need it with this knobbler from the masters of side-splitting sprites — Konami.

They try to lull you into a false sense of security by offering four types of ships to undergo this dangerous mission. It's only upon closer examination you discover these include a penguin and an octopus!?! It's exceptionally good graphically and challenging to play, but most striking of all is the humour that runs throughout. We N-FORCErs have been in hysterics ever since we switched on!

Potty pigs

All 12 levels are left/right scrollers crammed with chunky sprites — stamping Sumo wrestlers, penguins in the shower, dancing girls in bubbles, pigs who strain on potties and a blowfish which expands every time you hit it until it fills the screen!

The power-ups range from standard icons to bells which change colour when shot. These give special effects like a huge party horn appearing at the nose of your craft clearing everything in sight, smart-bomb power and invincibility.

Octopus options

A status bar at the bottom of the screen displays the level of power-up available and when chosen, a cute sampled voice announces what it is.

> **If you loved *Gradius*, then you'll love *Parodius*!**

There's one- or two-player options, varying levels of difficulty, automatic power-up selection and the ability to reconfigure the joypad.

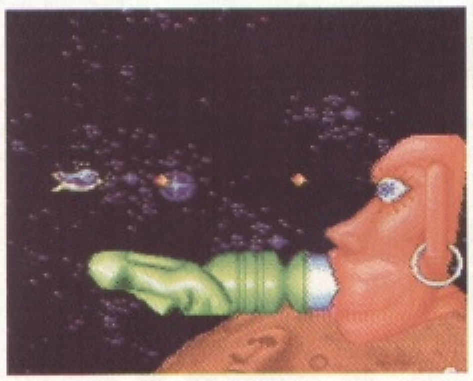
The only problem with *Parodius* is it's too easy to complete on lower difficulty settings and the unlimited continues are far too generous. But on the whole, it's a great game with great humour.If you loved *Gradius*, then you'll love this, cos it's a very similar game.

GUNNS 82%



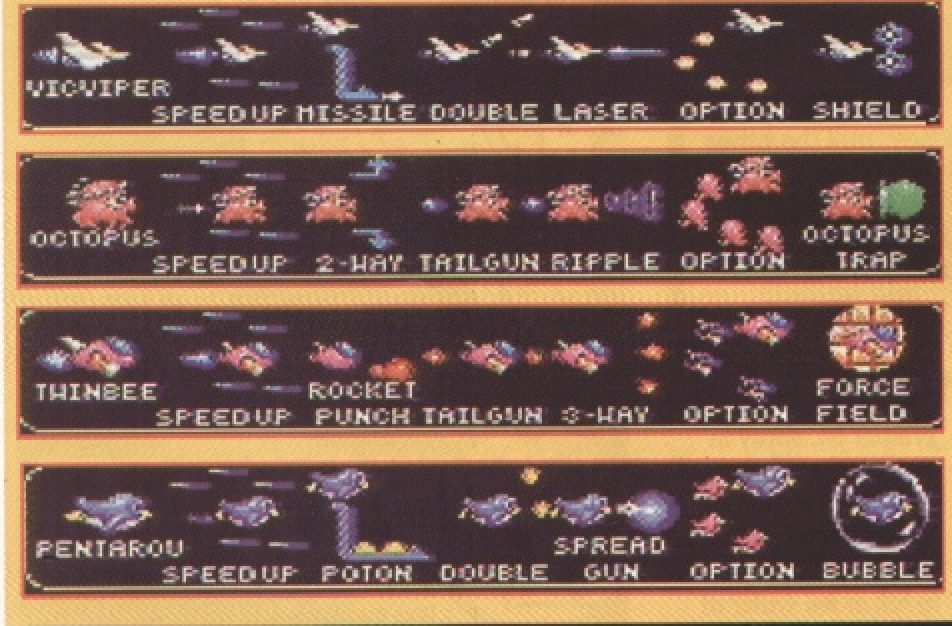


Yikes! It's the dreadful spindley killer fish (left). One more shot and there'll be enough sushi to cover Vancouver!





Things to fly about in...



Par

ng
,
nd
g

id

es,
e you
ndard
ects
t the
ing

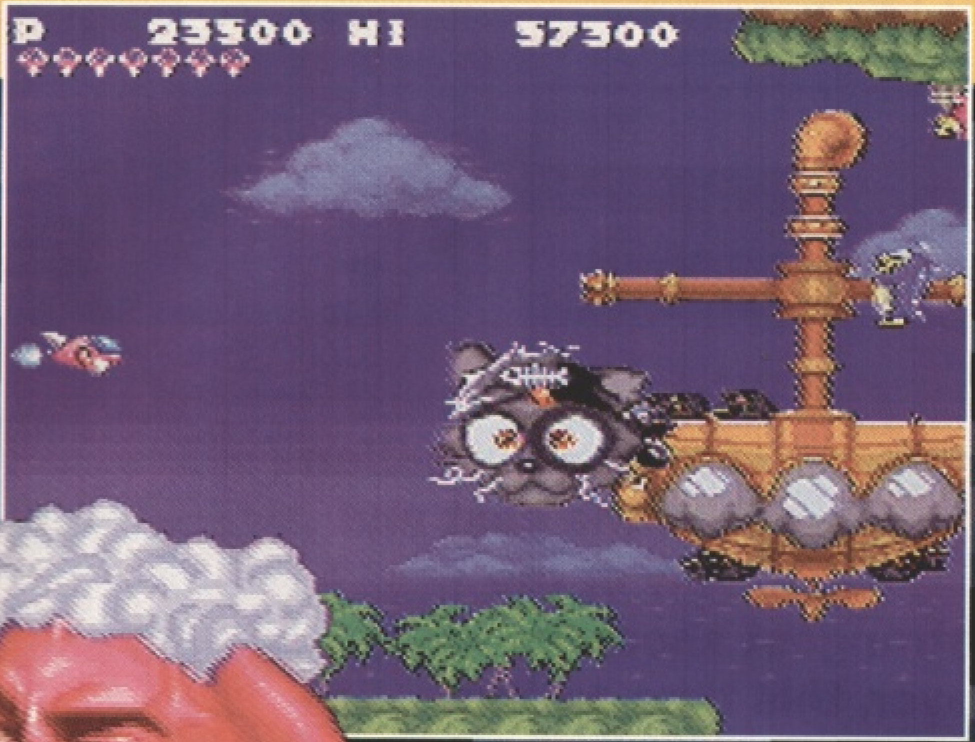
-up
e
s.
or
s,

ic
on

em

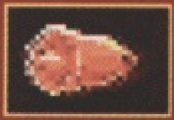
s
too
great
ed
's a

32%



Ding dong!


When the bell is gold it's worth 500 points!


Activate bell power with red for a laser wall.

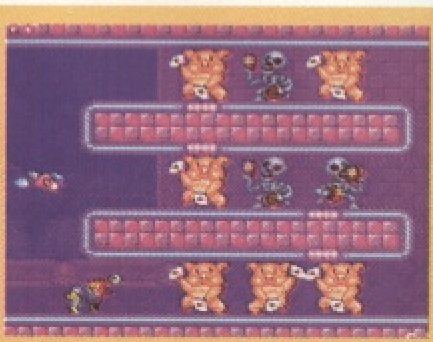

Get a stonker of a honker when you use silver.


Blue is smart and so is the bomb you get.


Swell to enormous size with green.



FORCEFAX



When you encounter the screens of dancing pigs and skeletons don't panic — it's not as bad as it seems. Move through the levels in this order: middle, bottom, top.



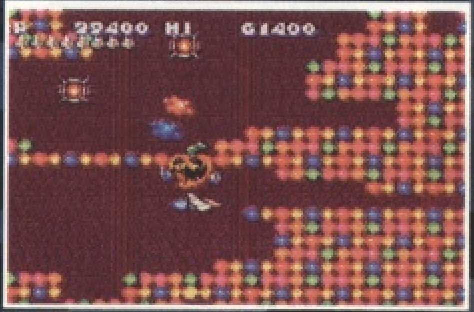
I'm going slightly mad... tra la la — play this for long enough and they'll be coming to take you away — it's *crackers*! Bright, colourful and amazing fun with humungous sprites, bags of animation and cute sound FX, *Parodius* is one of the most original games I've seen. On the Omake stage, it looks like the programmers have indulged in a bit of showing-off just to see how much they can pack onto the screen at a time — good stuff! Although roughly following the *Gradius* theme (which the programmers acknowledge with their 'We love Gradius' message at the end of the game), it's the imagination (albeit warped) that's gone into this that makes it so special. You're not going to find flying pigs and floating pussycat ships on a lot of other carts! True, it's a bit easy, but for addictive gameplay and a damn good laugh, it's well worth it.

ED 89%



Wotta a rude penguin you are! That's no way to speak to an inverted volcano.











odius

N RATING

89% VISUALS
● Superb sprites and animation, lacking in backgrounds but so imaginative

92% SONICS
● So many different tunes you won't belive it!

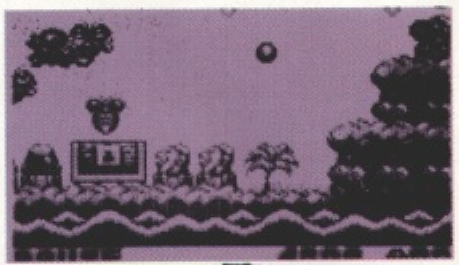
89% PLAYABILITY
● Fast and simple with a few tricky sections

85% LASTABILITY
● Too simple to complete on easy level but still keeps you engrossed

87% FORCE
● Laugh until your head falls off or you complete the game









More wacky action with the cast and crew of the strangest shoot-'em-up ever, this time on the baby green screen. ACE and SHADES burn penguins...



FORCE FAX



The showgirl's a cow — don't try to kill her, just dodge past her by going between her legs and out the other side when she kicks 'em up until she gets bored and leaves the screen.

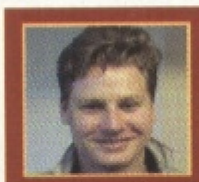


N-FORCE KNOCKOUT BOY

Parodius



This is absolutely amazing! The SNES *Parodius* compacted onto the Game Boy and still as playable. Okay, so the programmers have shortened the game a bit, taken out a few levels and it hasn't got all the graphic effects exclusive to the SNES — but it's still brilliant. No Game Boy collection's complete without the marvellous, mechanical mega end-of-level baddy *Parodius*. Get it now! ***SHADES 92%***



How did they do it?! Mystery of the year's how Konami managed to squeeze all the amazing gameplay, hilariously-brilliant graphics and practically perfect playability of the SNES version on to the potent portable. Adding a great comedy twist to the standard shoot-'em-up formula, *Parodius* is one of the best hand-held titles you'll see all year. Despite a few dodgy sound effects, it's got it all. An essential purchase! ***ACE 89%***







The amazing SNES graphics have been converted to the Game Boy with brilliant results. Take a look at the crazed bird above — when shot he's animated to make his eyes bulge out!

N RATING

94% VISUALS
- Almost identical to the SNES! See it to believe it.

92% SONICS
- Lots of jolly tunes and effects to keep the ears busy

93% PLAYABILITY
- Not as many levels as the SNES but still great fun

91% LASTABILITY
- Even though the game returns to Level 1 after a while you can't stop playing

91% FORCE
- This is one Game Boy shoot-'em-up that's set to become a classic

Producer: KONAMI ■ Players: 1 ■ Price: TBA



N-FORCE KNOCKOUT

SNES

Axe

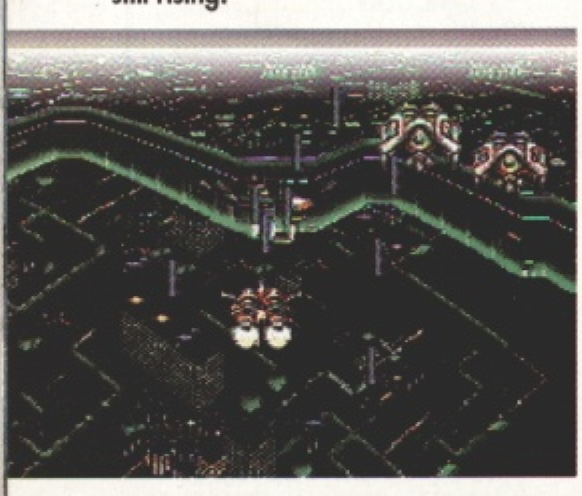


Kick your interstellar ship into top gear and head for the moon. SHADES puts a goldfish bowl on his head and blows off (pooohy —Ed!)...



Watch out! There's a giant boulder (above) heading straight for the ship. Get out the pick axe quick!

Below: the view from the N-FORCE office window, a hundred floors up and still rising!



The planets of the Illis solar system were once very peaceful. Full of people drinking wine, having relationships and making wickerwork baskets!

Until a mysterious enemy came onto the scene. A full-scale battle raged for many years. Eventually only one ship was left... *Axelay*!

Hoards of angry alien menaces are ready to be put to rest and some of the meanest end-of-level bosses ever devised for the SNES are here to kick arse!

> **"It's simply way out in front of many shoot-'em-ups"**

Blow your mind

This amazing shoot-'em-up incorporates two styles. The run-of-the-mill horizontal scroller with multi-level parallax backdrops and a mind-blowing 3D extravaganza with a background that seems to be rolling around a big drum!

The six stages alternate between the two styles with no power-ups to get in the way while zooming through levels. Once a stage is completed the game flips to a weapon select screen and the choice gets wider each time. Choose from deadly devices like needle crackers, round vulcans, cluster bombs or a morning star to stop alien invasions.

The amount of thought and great animation techniques gone into creating *Axelay* really puts the game out in front of many shoot-'em-ups. End-of-level bosses like the giant ED-209 (of Robocop fame) lookalike and a fiery man who stamps out players with his hot hands will have blasting fans drooling! The backgrounds are excellently detailed too, using all the great graphic effects of the Super Nintendo.

Unbelievable visuals!

The set-up menu selected from the title screen gives all sorts of unique options! There are the usual three difficulty modes, sound in stereo or mono and joypad controls. But never before have I come across five different trigger speeds and five brightness modes for the screen!

No amount of pictures can describe the stunning effects used for the Mode 7 3D stages in *Axelay*. Go down to your local software emporium and grab a copy now — it's hot stuff!

SHADES 95%

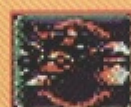




What a fiery feast! This guy is real hot stuff so don't get too close. Just blast his heart until his arms drop off!



Interestin' icons



Round Vulcan: a large blast of energy to shoot.



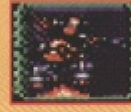
Needle Cracker: sends out needle like rays.



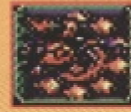
Macro Missile: fires missiles at the dirty dudes.



Explosion Bomb: ideal for mega enemies.



Cluster Bomb: shower your foes with bombs.



Wind Laser: the result of too many baked beans.

elay

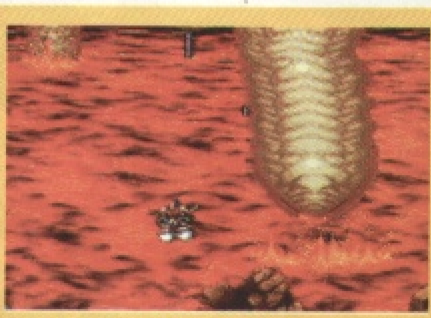




The impressive weapon select screen complete with digitised samples.

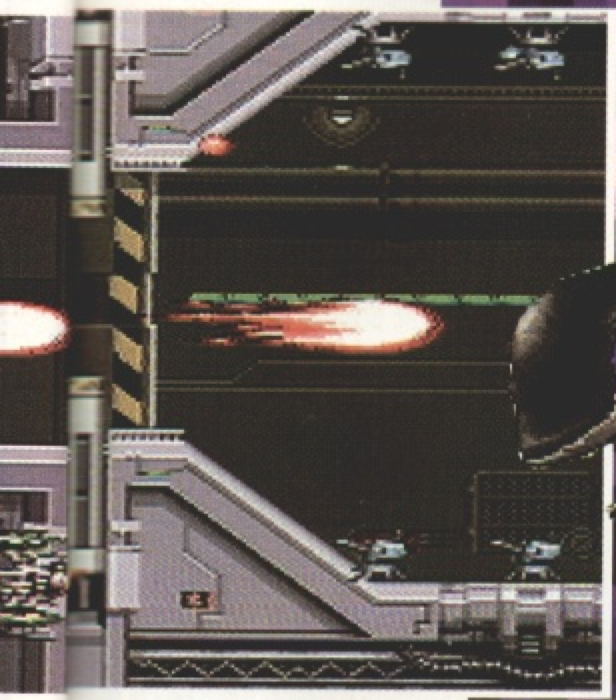


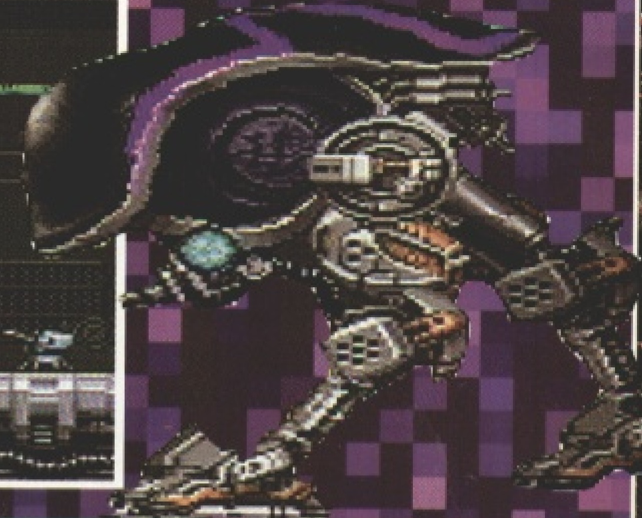
FORCEFAX



Use all the weapons effectively and the early levels are a doddle. Each power-up has its own good and bad points. Practise with them and discover where they could come in handy.











There are shoot-'em-ups and then there's *Axelay* — one of the best around. Not only are the sprites massive, fantastically detailed and animated (the ED-209 lookalike's particularly good) but half the levels are 3D into-the-screen scrollers which are so well constructed you really feel as if you're there blasting the nuts and bolts out of the alien barstewards! Playable, tough, addictive and extremely good to look at! ***GUNNS 91%***



Attack of the giant 3D spinning things — this effect looks amazing!







N RATING

94% VISUALS
● Mind-blowing 3D slick graphics with great presentation

92% SONICS
● Sampled speech, blasting effects and plenty of thumping tunes

93% PLAYABILITY
● Three difficulty levels and challenging stages with mega-baddies!

94% LASTABILITY
● This is one you'll want to play — forever!

93% FORCE
● Stonkin' 3D shoot-'em-up to blow yer toupeé off

Reviewed!

Producer: MINDSCAPE ■ Players: 1 OR 2 ■ Price: £TBA

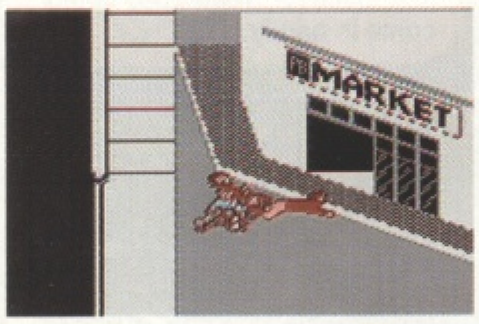
NES

Paperb





Extra! Extra! Read all about it! SHADES in mountain bike shocker with maniac in car!



Almost everyone has once had a paper round. We all remember being chased by dogs, attacked by killer letter boxes and soaked to the skin on wet Sunday mornings. Now all those horrific scenes can be relived with the help of *Paperboy 2*!

Streets are viewed from a strange aerial angle with the paperboy or girl pedalling along throwing papers at the action rolling by. Subscribers to the paper have letter boxes outside their houses to fill, but there's some strange people in this neighbourhood.

Creepy customers

As well as the usual boring semi-detached there are haunted houses complete with ghosts, castles with cannons, a nasty chef roasting a pig and kids' club houses. All these give a new set of obstacles to avoid.

Complete a stage and there's a cross country course with ramps and rivers to jump. Knock down all the targets in this section to win a bonus.

The horrific thing about *Paperboy 2* is that the NES and SNES versions are almost exactly the same! We all sat around and played both games simultaneously to compare and couldn't believe our eyes! NES owners may think this is great as they're getting a 16-bit game on their 8-bit machine, but not at all! The NES version still looks and sounds awful.

Paperboy 2 is a total waste of time. I can't understand why the arcade machine was so popular in the first place. Stay clear of this at all costs!

SHADES 33%

Reviewed!

Producer: KONAMI ■ Players: 1 ■ Price: £TBA



NES



I vant to suck your neck! Quick, run — SHADES has gone all pale and grown sharp teeth! Fangs very much!

Not content with spending the rest of his life lying on his back with a stake through his heart, everyone's favourite being from the dark side's back — and this time he's got himself an army!

Count Dracula has got together a bunch of evil do-badders to bury mankind in a tomb of terror. Only one brave warrior can save the world from the swarms of swamp dragons, slasher skeletons and the undead. Luckily this brave hero's no normal man.

His name's Trevor (that's a bad start really!) and he has the power to transform into three different spirits, which helps in some combat situations.

Castlevania III has 17 levels to battle through with such bottom-shattering names as Untimely Death, Sunken City of Poltergeists and the Haunted Ship of Fools. Each has it's own colourful backdrops, plenty of power-ups and dudes to slay. A particularly impressive level has animated cogs in the background — snazzy stuff!

Slash 'n' bash...

Our mate Trevor uses his trusty sword for slashing power-ups but there's a battle axe, invisibility potion and mystic whip waiting in the wings for the tougher evil mutants.

The *Castlevania* series has been highly successful on the NES and this episode looks set to follow suit. There are so many different paths to follow that the game could be played differently each time.

Castlevania III — Dracula's Curse is the best of the *Castlevania* games on the market. Take a look at this, even if you already own I or II!

SHADES 70%

FORCEFAX



Don't go up or down the stairs until the coast's clear. When Trev starts moving up he can't stop, even if a skeleton or other deadly dude's in the way. This saves lots of energy.

Dracula

Castlevan

oy 2

g
e a

d

s.
y 2
e

ers

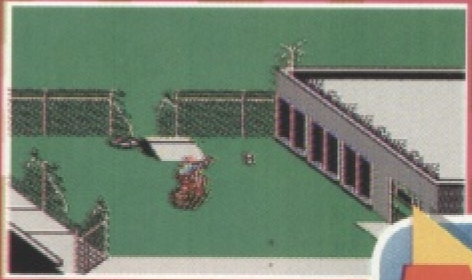
ion

ne.

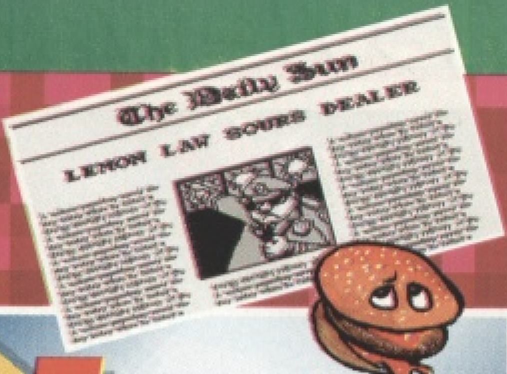
3%

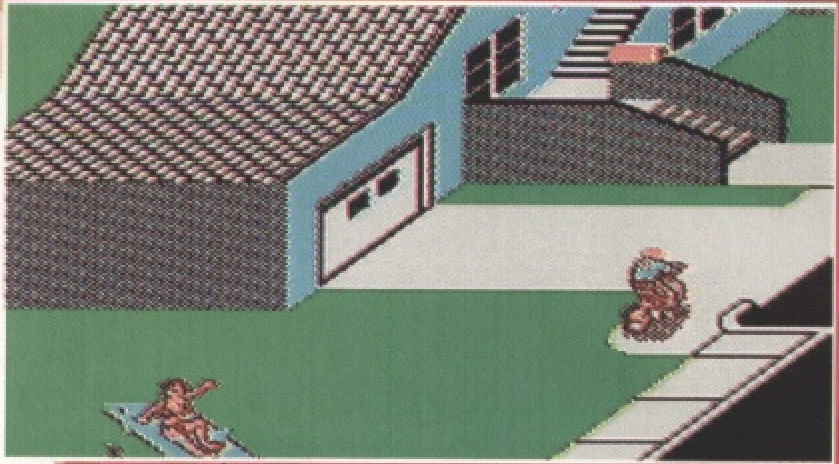


Wotcha mate! Here's your paper, when you've quite finished being squashed.

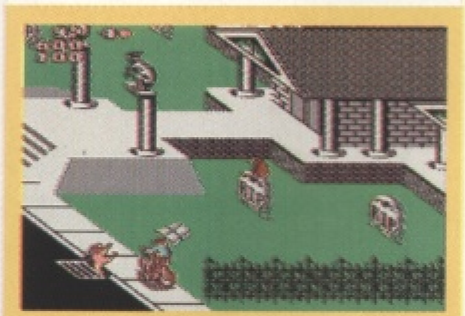


Yee-ha! Jump that ramp and soar into the skies!

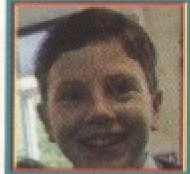




FORCEFAX



Be careful when crossing roads and avoid the haunted houses' gargoyles. But most important, don't forget to pick up extra papers left lying around.



This game doesn't use the graphics capabilities of the NES — it could've had much more detailed scenery and animation. Gameplay's exactly the same as the original Spectrum game and the streets are also of a similar design. The game's not total crap —there's some sort of challenge to get to the next level, but not one to be recommended! ***FLUNKY 47%***

N RATING

30% VISUALS
- Bad looking sprites and scrolling background — they're laughable

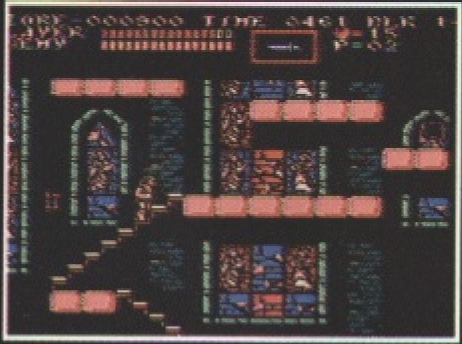
30% SONICS
- Naff effects and a tune that's just not worth hearing!

46% PLAYABILITY
- Riding a bike's fun for a while but the novelty soon wears off

56% LASTABILITY
- Bad quality visuals and sonics will put most people off for life

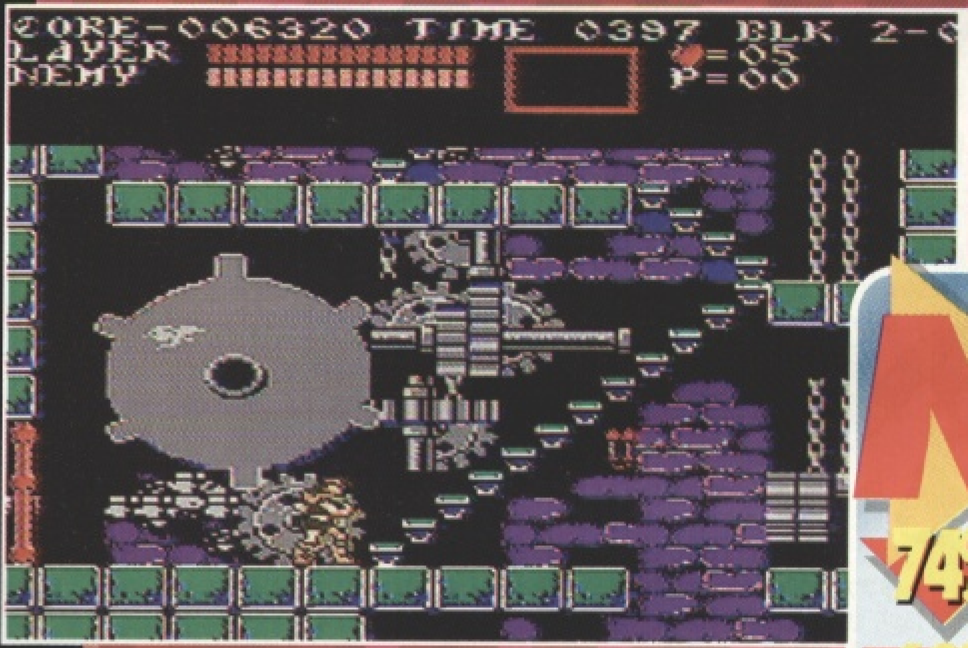
42% FORCE
- Why was the arcade machine so popular? It's a complete mystery!

a's Curse
nia III

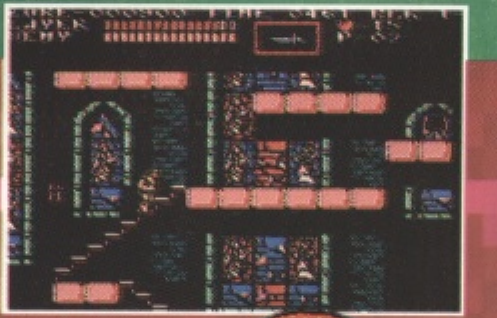


Father forgive me, I tried not to do it. It's a sin to smash the stained glass.



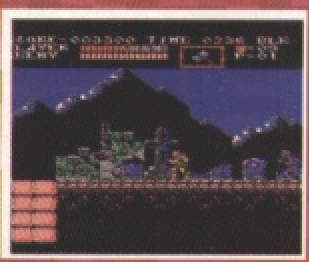


It's the marvellous mechanical mouse organ! This section features brilliant animated background. All the cogs and rods move about while you run around in the foreground!





Crack that whip cos it's *Castlevania* time again. Being a great fan of the series I was really surprised to find this is the best yet! Not only are the graphics, sound and animation better, but the gameplay and scenario have to be seen to be believed. If you only buy one *Castlevania* game buy this one cos it's a knobbler. ***GUNNS 89%***





N RATING

74% VISUALS
- Some great animation with small but detailed sprites

62% SONICS
- Another average NES tune for the title music

71% PLAYABILITY
- Lots of variety throughout with different paths and levels to explore

74% LASTABILITY
- The passwords help players survive deep into the game

70% FORCE
- The best of the Castlevania range with lots to offer fans





Teenage Mutant Ninja Turtles IV

Turtles in Time



Hut, shack, palace or express train, wherever OZ lays his sai, that's his home. A pity Ed's ordered him back into his shell...

When the Maxwell pension scandal was revealed it was pretty shocking, but at least Cap'n Bob and sons *tried* to keep it quiet.

Not so the Turtles' arch-nemesis, Shredder. One of his minions nicked the Statue Of Liberty in broad daylight!

The Turtles hear the news and about 23 seconds later, leap into action.

TMNT IV has three skill settings and shells out three, five or seven lives — but only two-player simultaneous action.

Play any Turtle and with sai, bo, nunchuckas or sword in hand, trot down the first of ten horizontally-scrolling levels. Shredder's ninja troops pounce on you, just asking to be bashed.



Flying Fongula!

Perfect flying kicks, slam victims against the ground or fling 'em out the screen! Each Turtle also has a special move, such as Mike's Far Flung Flying Fongula!

Why *Turtles In Time*? After you've fought through the streets, surfed down the sewers and defeated Shredder he sends you back in time to 2,500,000 BC!

You're then transported to a 1530 AD galleon then an 1885 steam train before tackling assailants from the future!

Sporting bright, cartoony graphics, energetic music, and fast, smooth animation, *Teenage Mutant Ninja Turtles IV* has a lot to attract action freaks.

It's nothing new with repetitive gameplay which seriously reduces lastability but well worth a few plays.

OZ 78%



Cowabunga! Format's the usual slash 'n' bash disguised with great graphic touches — notably the 3D hoverboard bonus stage. There's spectacular Mode 7 and sprite-scaling effects. It retains the playability and addictiveness of the coin-op, though I'd have preferred a wider range of moves. Too easy for experienced players but a great title for the younger market. ACE 72%

FORCEFAX



Don't pick up the beserker power-up until the enemies are on the screen — it only lasts for a limited time. Unless your timing's right your turtle goes spastic slashing away at thin air!

Get tough and turf the hooded villians out of the screen (below). This picture's a great example of SNES sprite scaling.







N RATING

83% VISUALS
● Bright, smooth and energetic — it's got the lot!

70% SONICS
● Rock soundtracks, little snippets of speech and the odd 'Cowabunga'!

87% PLAYABILITY
● Easy and fun to pick up. Not a lot of challenge though

62% LASTABILITY
● Samey level designs. It's an easy game to conquer

75% FORCE
● Great as a coin-op conversion but lacks the variety expected of a cart

RHINE GAMES

The name you can trust

Mail Order Hotline 071 723 2412

MAIL ORDER DETAILS:
ALL PRICES ARE MAIL ORDER ONLY. CHEQUES OR POSTAL ORDERS TO:
RHINE GAMES
301 EDGEWARE ROAD, LONDON, W2 1BN

RHINE

SUPER NINTENDO

SUPER NINTENDO (SCART) +PSU+SUPER MARIO WORLD (USA)	148.00
SUPER NINTENDO +PSU + SUPER MARIO WORLD (UK)	145.00
SUPER FAMICOM (JAP) + PSU	118.00
SUPER NINTENDO (USA) SCART +PSU	90.00
SUPER GAME ADAPTOR (PLAYS UK, US, JAP GAMES)	15.00

ASCII PAD	20.00
CONTROL PAD	15.00
STEALTH SNES JOYSTICK	24.00
APPOLLO PRO JOYSTICK	50.00
SFC PAL BOOSTER	30.00
RGB CABLE	14.00
CAPCOM JOYSTICK (6 BUTTONS)	68.00
GAME CADDY	10.00

	USA	JAP
ACTRAISER	39.99	N/A
ADDAMS FAMILY	39.99	N/A
AREA 88	N/A	28.99
ARKANA	38.00	N/A
ASTRAL BOUT	N/A	44.99
ADVENTURE ISLAND	39.99	N/A
AXELAY	N/A	44.99
BATTLE GRAND PRIX	N/A	28.99
BASEBALL SIMULATOR	34.99	N/A
BATTLE BLAZE	N/A	36.99
BOWLING	N/A	34.99
BILL LAMBER BASKETBALL	29.99	N/A
BATTLE TANK	38.99	N/A
BASES LOADED	36.99	N/A
CASTLEVANIA 4	38.99	34.99
CAVEMAN NINJA	44.99	42.99
CHESS MASTER	35.99	N/A
CONTRA SPIRIT	39.99	39.99
CAPTAIN TSUBASA	N/A	46.99
DARIUS TWIN	33.99	N/A
DRAGON SLAYER	N/A	36.99
DRAKHEN	37.99	N/A
D-FORCE	35.99	N/A
DINASOUR	N/A	39.99
EARTH DEFENCE FORCE	37.99	N/A
EXTRA INNINGS	37.99	N/A
EXHAUST HEAT	N/A	43.99
F-ZERO	34.99	33.99
FINAL FANTASY 2	44.99	N/A
FINAL FIGHT	39.99	39.99
F1 CIRCUS	N/A	42.99
FIRE PRO WRESTLING	N/A	36.99
F1 GRAND PRIX	N/A	44.99
GEORGE FOREMAN	34.99	N/A
GHOULS & GHOSTS	38.99	34.99
GRADIUS 3	34.99	N/A
GOEMAN	44.99	43.99
GOLDEN FIGHTER	N/A	48.99
HOME ALONE	35.99	N/A
HOLE IN ONE GOLF	37.99	N/A
HYPER ZONE	33.99	33.99
HOOK	N/A	43.99
JACK NICKLAUS GOLF	39.99	N/A
JOHN MADDEN FOOTBALL	38.99	N/A
JOE & MAC	39.99	N/A
GEORGE FOREMAN BOXING	38.99	N/A
KING OF MONSTER	N/A	44.99
LAGOON	37.99	N/A
LEMMINGS	39.99	N/A
MAGIC SWORD	N/A	39.99
METAL JACK	N/A	39.99
MUSYA	N/A	29.99
MARIO PAINT WITH MOUSE	N/A	58.99
MARIO WORLD	N/A	34.99
PAPERBOY 2	34.99	N/A
PGA TOUR GOLF	39.99	37.99
PEEBLE BEACH GOLF	34.99	N/A
PRINCE OF PERSIA	N/A	39.99
PARODIUS	N/A	44.99
PILOT WINGS	37.99	N/A
PITFIGHTER	37.99	N/A
POPULOUS	29.99	N/A
PHALANX	N/A	44.99
R-TYPE	33.99	N/A
RANMA 1/2	N/A	44.99
RIVAL TURF	39.99	N/A
ROCKETEER	39.99	N/A
RPM RACING	34.99	29.99
ROMANCE OF THE 3RD KINGDOM	49.99	39.99
SD NIGHT GAIDAM	N/A	35.99
SUPER OFF ROAD	37.99	N/A
SIM CITY	34.99	32.99
STG	N/A	29.99
SMASH TV	36.99	N/A
STREETFIGHTER 2	59.99	54.99
SMART BALL	38.99	N/A
SUPER SOCCER	34.99	32.99
SUPER CHAMP SOCCER	38.99	N/A
SUPER TENNIS	34.99	32.99
SUPER PRO BASEBALL	N/A	44.99
SYBERION	N/A	39.99
SOUL BLADER	N/A	24.99
SUPER FORMATION SOCCER	N/A	39.99
THUNDER SPIRITS	38.99	N/A
TOP GEAR	39.99	34.99
TRUE GOLF	36.99	N/A
UN SQUADRON	36.99	N/A
ULTRAMAR	34.99	N/A
SUPER PANG	N/A	39.99
SUPER UNCHANGED WATERS	N/A	59.99
WORLD LEAGUE SOCCER	36.99	N/A
WORLD CHAMPION	N/A	29.99

SEGA GAME GEAR

GAMEGEAR & SONIC	92.99
GAMEGEAR	79.99
MASTER GEAR CONVERTOR	14.99
WIDE GEAR	8.99
POWER SUPPLY	8.99
BATTERY PACK	32.99
2 PLAYER CABLE	9.99
GAME GEAR ATTACHE CASE	14.99
TV TUNER	64.99

AXE BATTLER	21.99
AERIAL ASSAULT	16.99
BERLIN WALL	12.99
BETTER UP	19.99
CASTLE OF ILLUSION	21.99
CRYSTAL WARRIORS	24.99
CHASE HQ	21.99
CHESS MASTER	21.99
DEVILISH	23.99
DONALD DUCK	23.99
DRAGON CRYSTAL	19.99
G-LOC	21.99
JUNCTION	24.99
JOE MONTANA FOOTBALL	23.99
FANTASY ZONE	17.99
GALAGA 91	16.99
GEORGE FOREMAN KO BOXING	19.99
NINJA GAIDEN	23.99
OLYMPIC GOLD	24.99
OUTRUN EUROPA	24.99
PSCHIC WORLD	19.99
PAPERBOY	20.99
PARODIUS	14.99
POPILS	18.99
SHINOBI	24.99
SUPER MONACO GP	16.99
SPACE HARRIER	20.99
SUPER GOLF	20.99
SPIDERMAN	24.99
WOODY POP	16.99
SUPER MONACO GP	18.99
FACTORY PANIC	17.99

SEGA MEGADRIVE

SEGA MEGADRIVE + CONTROL PAD + PSU	95.00
SEGA MEGADRIVE + CONTROL PAD + PSU + SONIC	110.00
WONDER MEGA (SCART) + 1 GAME + PSU	350.00
MEGA CD ROM (PAL) + 1 GAME + PSU	330.00

MEGA PAD SG3(3 BUTTONS & LED LIGHT	13.00
POWER CLUTCH (ARCADE JOYSTICK)	30.00
POWER BASE CONVERTOR (PLAY MASTER SYSTEM GAMES ON MEGADRIVE)	30.00
MEGADRIVE ADAPTOR	8.00
STEALTH JOYSTICK	26.99

	USA	JAP
ATOMIC RUNNER	31.99	N/A
ALISIA DRAGOON	33.99	N/A
ART ALIVE	29.99	19.99
ARCH RIVAL	31.99	N/A
ALIEN 3	CALL	CALL
AIR BUSTER	34.99	N/A
ARCUS ODDYSSEY	42.99	N/A
ATTACK SUB 688	43.99	N/A
ADTERBURNER	N/A	29.99
BART SIMPSON	32.99	N/A
BARE KNUCKLES	32.99	23.99
BUCK ROGERS	32.99	N/A
CASTLE OF ILLUSION	32.99	22.99
CARMEN SAN DIEGO	32.99	N/A
CA DASH	30.99	N/A
CHUCK ROCK	35.99	N/A
CRUDE DUDES	31.99	27.99
DAVID ROBINSON	29.99	N/A
DRAGONS FURY	39.99	N/A
EA HOCKEY	29.99	N/A
F22	29.99	N/A
FANTASIA	N/A	29.99
FIGHTING MASTER	39.99	N/A
F1 GRAND PRIX	36.99	N/A
GALAXY FORCE 2	29.99	29.99
GHOULS N GHOSTS	26.99	N/A
GOLDEN AXE	29.99	N/A
GOLDEN AXE 2	34.99	29.99
GYNOUG	N/A	19.99
HELL FIRE	24.99	19.99
JAMES POND 2	29.99	N/A
JOHN MADDEN	29.99	N/A
JORDAN VS BIRD	29.99	N/A
KID CHAMELEON	34.99	29.99
KING SALMON	36.99	N/A
KRUSTY FUN HOUSE	32.99	N/A
LAST BATTLE	29.99	N/A
MARBLE MADNESS	29.99	N/A
MERCS	26.99	N/A
MOONWALKER	26.99	N/A
OLYMPIC GOLD	32.00	27.00
PGA TOUR GOLF	30.00	N/A
PITFIGHTER	33.99	31.99
POPULOUS	26.00	N/A
PSYOBLADE	N/A	19.99
QUACKSHOT	39.99	29.99
ROAD RASH	32.99	N/A
ROLLING THUNDER 2	37.99	N/A
SAINT SWORD	24.99	N/A
SIDE POCKET	34.99	N/A
SONIC	30.99	19.99
STEEL EMPIRE	32.00	N/A
STORM LORD	34.99	29.99
STRIDER	39.99	29.99
SPLATTERHOUSE	34.00	N/A
SMASH TV	CALL	CALL
SPORTS TALK BASEBALL	44.99	N/A
SPORTS TALK FOOTBALL	44.99	N/A
SUPER MONACO GP2	18.99	N/A
TAZMANIA	34.99	N/A
TERMINATOR	36.99	N/A
TEST DRIVE	34.99	N/A
TEL TEL BASEBALL	N/A	19.99
THUNDERFORCE 3	29.99	N/A
THUNDERFORCE 4 (SCART)	N/A	34.99
TOKI	34.99	29.99
TURBO OUTRUN	34.99	N/A
WARRIOR OF ROME 2	CALL	CALL
WHEEL OF FORTUNE	39.99	N/A
WINTER CHALLENGE	34.99	N/A
WONDERBOY 3	N/A	19.99
WONDERBOY 4	34.99	N/A

NEO-GEO

NEO GEO COMPLETE SYSTEM UK OFFICIAL SYSTEM	299.99
CONTROL STICK	49.99
MEMORY CARD	19.99
BASEBALL II	139.99
BURNING FIGHT	129.99
FATAL FURY	139.99
FOOTBALL FRENZY	139.99
KING OF THE MONSTERS	119.19
LAST RESORT	139.99
MAGICIAN LORD	109.99
NAM 75	109.99
NINJA COMBAT	119.19
RAGUY	99.99
SOCCER BRAWL	129.99
TOP GOLF	129.99

NINTENDO GAMEBOY

GAMEBOY DELUXE PACK (CONSOLE TETRIS EARPHONES CABLE & 4AA BATTERIES)	64.00
GAMELIGHT/ MAGNIFIER COMBI	10.00
MAGNIFIER	7.00
AMPLIFIER	9.50
GAME KEEPER/ GB BOX	20.99
PORTABLE CARRYALL	9.99
ATTACHE CASH (NEW BE)	15.99
MINI JOYSTICK	3.99
TIME BOY	3.99
GB ADAPTOR	8.99
UNIVERSAL BATTERY PACK	27.99
LIGHT BOY	17.99
REPLACEMENT LENS	4.99

ALL STAR CHALLENGE 2
ADDAMS FAMILY
ADVENTURE ISLAND
BATMAN 2
BEETLEJUICE
BLADES OF STEEL
BLASTER MASTER BOY
BUBBLE BOBBLE
BUGS BUNNY
BUGS BUNNY 2
BLUES BROTHERS
BO JACKSON F/BALL
CEASARS PALACE
CASTLEVANIA 2
CHESS MASTER
DOUBLE DRAGON 1 & 2
DUCK TALES
FASTEST LAP
FLIGHT SIMULATOR
F1 RACER
LOONY TUNES
GREMLINS 2
HOME ALONE
HUNT FOR RED OCTOBER
HOOK
MEGA MAN2
KID ICARUS
METEROIDS 2
MICKEYS DANGEROUS CHASE
MONOPOLY
NINJA GAIDENS SHADOW
NINJA TURTLES 2
PACMAN
PAPERBOY 2
PRINCE OF PERSIA
RANMA 1/2
ROBOCOP 2
SIDE POCKET
SOLAMANS CLUB
SPUDS ADVENTURE
SUPER HUNCH
SIMPSONS
SUPER MARIOLAND
TURN N BURN
TERMINATOR 2
THE PUNISHER
TINY TOONS ADVENTURE
TRACK N MEET
WHEELS OF FORTUNE
WWF SUPERSTARS
VIKING CHILD

ALL ABOVE HAVE ENGLISH INSTRUCTIONS JAPANESE GAMES AVAILABLE ALL £24.99 EACH, ANY 2 FOR £45.00 ANY 3 FOR £65.00

RETAIL STORES

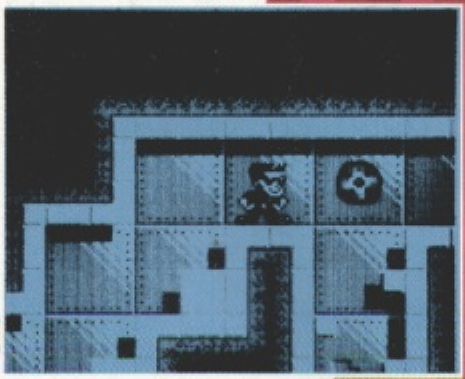
301, EDGEWARE ROAD, LONDON W2 1BN TEL: (071) 723-2412
260 TOTTENHAM COURT ROAD, LONDON, W1P 9AB TEL: (071) 580 6397

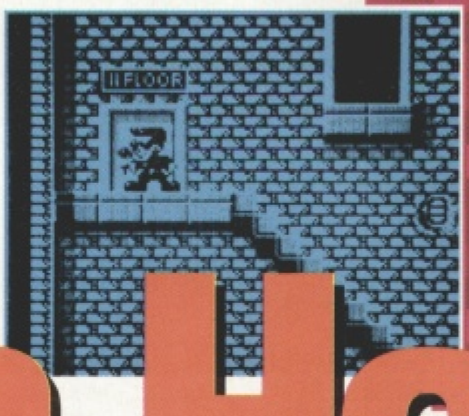
ALLOW APPROXIMATELY 3 DAYS FOR CLEARING CHEQUES, POSTAL MONEY ORDERS, FOLLOWING DAY DELIVERY, P&P ADD £1.00 PER GAME, £5.00 FOR CONSOLES AND ACCESSORIES, TRADE ENQUIRIES WELCOME, WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT PRIOR NOTICE, E&OE

Producer: SONY IMAGESOFT ■ Players: 1 ■ Price: £24.99
Supplier: VIDEO GAME CENTRE Tel: (0202) 527314

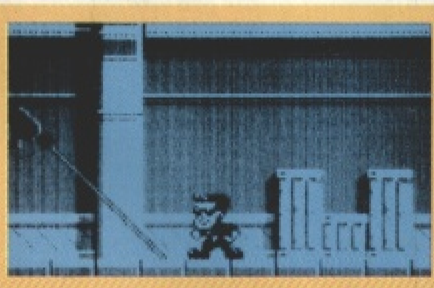
BOY





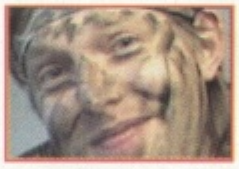


FORCEFAX



Wearing your shades while trying to steal valuable works of art at night in a pitch black store house is not a smart move. If you're not careful you can bang your shins or even stub your toe and we all know how painful that is, don't we?

Hudson Hawk



GUNNS always fancied a bit of cat burglary, but could never carry a lock pick, squeaky toy and kitty litter all at the same time...

Hudson Hawk was reputed to be the best cat burglar in the world but he put the life of crime behind and tried to go straight.

Unfortunately, two absolute bounders, Darwin and Minerva Mayflower, have other ideas. They've re-discovered the Alchemy Project, a neat trick invented by Leonardo De Vinci which turned objects into gold.

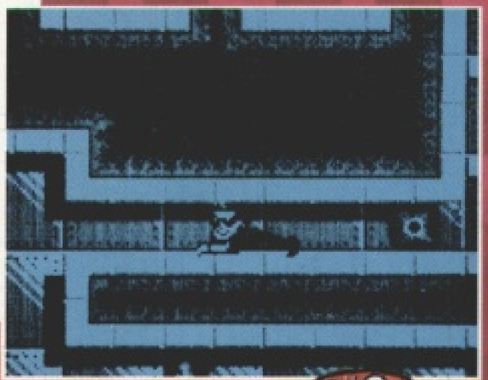
The dastardly duo have kidnapped the Hawk's best mate and unless ol' Huddy steals two priceless pieces of Leonardo's work — one from a heavily guarded auction house and the other from the Vatican — they're gonna give his pal what for!!

Straightforward, solid platform gameplay's the order of the day — nothing new, just a tried formula that works. There's a remarkable resemblance between this version and those on the C64 and Spectrum. I reckon the Game Boy deserves better than rehashed releases from other 8-bit machines?

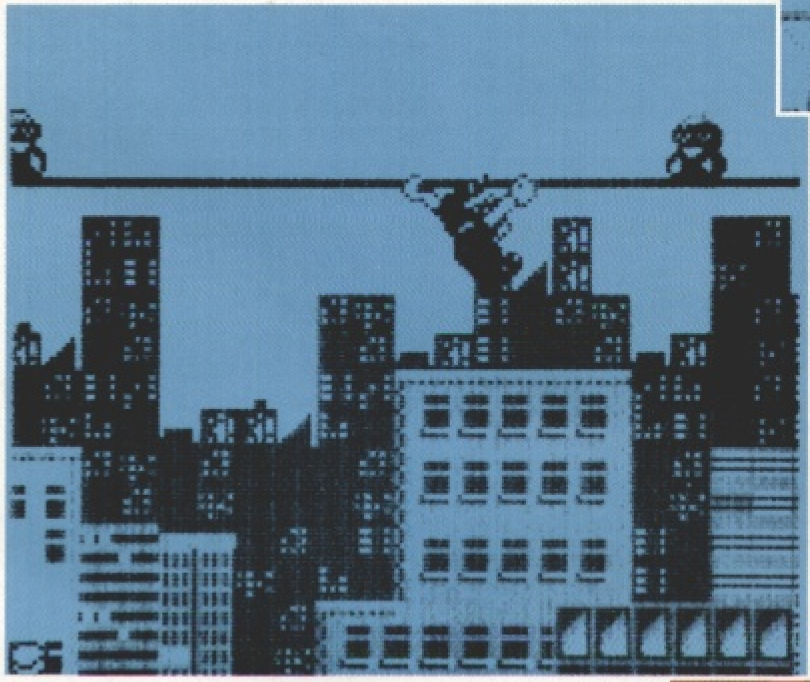
With just three missions to complete, the game's a little shallow, however it's fairly tough and there's enough variety within each level — bonuses, power-ups, extra energy etc — to maintain a fair degree of interest.

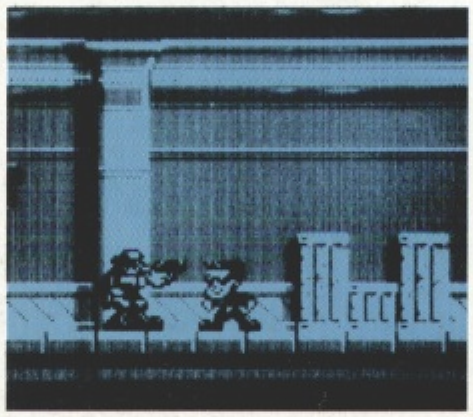
GUNNS 73%

Hawk crawls desperately through the air conditioning ducts in an attempt to find his contact lens!









Why do cat burglars never take the elevator? Because it's too heavy!



Wicked stuff! Platform action on the Game Boy we've all seen before but *Hudson Hawk* gives the whole genre a new lease of life. All the visuals are stunning with oodles of animation on the main character including some great electrocution and splattering sequences. Each stage is as addictive as the last and I just couldn't put it down! *Hudson Hawk* is a brilliant platform action game. Burgling cats was never so much fun! ***SHADES 88%***

N RATING

80% VISUALS
● Generally they're not that bad — could be better though

80% SONICS
● They've achieved about as much as is possible with a beep

84% PLAYABILITY
● Great fun to play even if the plot is a little bit silly!

81% LASTABILITY
● There are only three stages, and three is not enough of anything

80% FORCE
● No Leonardo, but no turkey either — just another film spin off

IT'S A KIND'A MAGIC !

M.D CONSOLES APPOINTED SOLE DISTRIBUTOR FOR F.F.E. AND C.C.L. LTD.......

Following negotiations in Tapei and Hong Kong, M.D Consoles have set up a deal to distribute console accessories in the U.K.In view of the rapid growth rate of M.D Consoles in the last few months, we decided to trundle off to Brierley Hill in search of the reasons behind this success story Needless to say we were impressed, particularly with the quality of the bacon sandwiches on offer. We spent about two hours with both partners who, as you will see, were more than willing to answer our questions in a frank and candid manner.

TRACY: What would you say are the factors behind your rapid growth?

M.D: That's easy to answer. The most important consideration in this or any business is the customer — without the customer you cannot be successful. We are privileged to be of service to our customers and have in the past travelled 300 miles to fix a disk drive, because this is what we consider to be important.

TRACY: Are you kidding, are you really saying you travelled 300 miles to fix a drive?

M.D: Yes, in fact to Harrogate, Yorkshire.

TRACY: Why didn't you just ask them to post it?

M.D: Because the guy would have been without his machine over the weekend. You see, you must understand we are the same as our customers, we are all game players at heart, and we take pride in that relationship.

TRACY: Are you saying that other retail outlets do not have this relationship with their customers?

M.D: Yes, many High Street outlets just have not got a clue when it comes to the latest titles or which machine does what best. They have no knowledge at all, they are simply there to take your money.

TRACY: Don't you think you are being over critical?

M.D: No, most customers know this to be the case. Why do you think companies like ourselves do so well, if a customer asks our opinion of a new game or console and we think it's rubbish, then we tell them it's rubbish. We have no allegiance to U.K distributors or multi-national outlets. In short, no hype,no bull.

TRACY: This brings us onto the subject of grey imports.

M.D: I'm glad you bought that one up. This one really makes me laugh — I recently saw an ad from a company proudly stating 'we do not sell grey imports' as if to suggest that anyone who did were naughty little boys not worthy of mention.

TRACY: So are you saying grey imports are not inferior?

M.D: Let me answer that by asking you what do you think a grey import is? Do you think it's a console designed in a pub, manufactured in a shed and assembled by 24 ninja warriors knee deep in a paddyfield 600 miles from Tokyo?

M.D: Why are you laughing?

TRACY: Because that sounds funny, but I take your point.

M.D: Exactly, so what is a grey import? Quite simply it's the machine that Ashido in Tokyo or Willy in New York derive hours of fun from playing. It's well made, it's warranted, it's reliable and it's kinda magic. Do you think the Japanese, American or German markets will tolerate rubbish?

TRACY: I see your point, I never thought of it like that.

M.D: You see the problem in the U.K is that the distributors are obsessed with the belief that every games console must be run on the Pal system, which is fine for TV pictures, but not so hot with fast processors or custom ships. So Jimmy in Leeds or Billy in Glasgow and thousands of other gamsters have to make do with borders on the screen and a distinct slow down on speed.

TRACY: That's interesting — are you saying that games on UK systems run slower than on imported systems?

M.D: If they are Pal systems the answer is yes. To illustrate the point let me quote from a recent customers letter: 'Do you know of any way to speed up the UK Super NES? I have played Street Fighter II on my Pal system and it's crap!' Now I know that this game on the Famicom is superb, so isn't it a pity this chap can't play it at the right speed?

TRACY: If this is the case why doesn't everyone just buy imported machines?

M.D: Well, most of the people I know do buy imported machines, and those that don't are probably misled by all the hype and rubbish printed in most of the console magazines. All I would say to these people is if they are thinking of purchasing a games console then shop around a bit first — after all £150 or £200 is a lot of money, and let's face it, the way this country is going, money's not easy to come by.

TRACY: I take it from your comments you are not that impressed with the standard of console magazines on the news shelf?

M.D: That's an understatement. Some of the magazines on offer each month are total garbage, they can stretch two sentences over two pages, they show the same screen shots month after month, they treat their readers with contempt (which I feel is unforgivable), and they are merely bootlickers to the double page colour advertisers that line their pockets with pieces of eight.

TRACY: Would you include N-FORCE in your criticism of magazines?

M.D: Excuse me, you have a small piece of bacon wrapped round the top button of your blouse.

TRACY: Whoops!

M.D: No seriously to answer your questions, N-FORCE shows exceptionally good sales figures over the first three issues, and we have received heavy response from ads placed, so we ain't complaining.

TRACY: As a large volume of your business is by mail order, do you find some people a bit wary about doing business by mail?

M.D: Yes, absolutely, and who can blame them after some of the get-rich-quick schemes in the past, where a PO Box number's advertised and they expect you to send them money so they can buy your goods for you, take a profit and then make you wait a month for the privilege. The easy way to spot these cowboys is to say you'll come and collect the goods personally. Then, as if by magic, the huge stocks they supposedly had suddenly vanish and out come the old chestnuts like 'we are expecting a huge shipment any minute' or 'we have just sold the last 250,000 we had in stock yesterday.'

TRACY: Excuse me, I can't stop laughing.

M.D: Yes, I know it sounds funny, but the tragedy is this really used to happen. Fortunately that bubble has now burst leaving a good selection of reputable companies who take pride in the service they offer, and are a great deal of benefit to all.

TRACY: I understand what you are saying, but what do M.D Consoles do personally to assure people of your integrity?

M.D: As previously stated, we take pride in the relationship we have with our customers. Many of our customers will travel long distances to purchase our products and if they can go to these lengths then we are privileged to be of service to them.

TRACY: Amazing, are you saying customers will drive hundreds of miles to see you M.D?

M.D: Yes. In fact about five years ago, I can tell you of a bloke who would regularly drive to Munich to buy P.C Engines to retail in the U.K, a round trip of about 3,000 miles and no sleep for three days.

TRACY: And who would that person be?

M.D: You're looking at him.

TRACY: Yes, now I understand. Have you any new products in the pipeline?

M.D: Yes, several products are being tested at the moment for reliability. When we are happy and can offer a warranty we will sell them.

TRACY: So all your products carry a warranty then?

M.D: Of course they do — this is paramount to the customer. I know of one chap who bought directly from Hong Kong last March, and is still waiting for his goods. This is no use to customers who choose to spend their hard-earned cash with us. We offer full warranty on all products, this is our responsibility to our customers. We do not claim to be cheap, we offer a service. As my old man used to say: 'IF YOU PAY PEANUTS YOU GET A MONKEY.'

TRACY: Very profound. What are your plans for the future?

M.D: We are at present in communication with NEC of Japan and are hoping to convince them that it would be of benefit to officially release the P.C Engine in the U.K. It is my opinion that this super console has never been launched here because NEC are afraid their console would be buggered about like other U.K versions of Japanese consoles. We are also on the lookout for new products from both the Far East and U.S.

TRACY: You seemed to have been critical in your comments throughout, in your opinion are there any good pointers to the future?

M.D: Yes. In my opinion I see a bright and rosy future for the console scene in the U.K. And once again it's all down to the most important cog in the wheel, namely the customer. The customer now is educated, and will no longer put up with being fed crap. The customer realises that to obtain the very latest software for his console he might as well take a trip to the moon as visit his local High Street chain store where the wealth of information he seeks will not be forthcoming from the girl borrowed from the sweet counter for the day, or the well suited Y.T.S who can quote the serial number of every vacuum cleaner bag, but thinks 'AXELAY' is something you can buy in a tin from Halfords. I mean the living proof of this new awareness can be illustrated by the unmitigated flop of the wonder machine of the decade, the AMSTRAD games console. Yes, I remember it, I recently saw a couple in the duty free at Bahrain airport being sold as frisbies to throw at one another on the beach. You see, the customer in the UK has not been treated with respect in the past . The attitude used to be: 'well it's only the U.K they'll buy anything.' But now the customer wants to play the same systems as his Japanese or American counterparts, and why shouldn't he? He no longer wants to be told when he buys a new console that the joypads have been doctored and he can't use the joypad of his choice, or that the console almost grinds to a halt because of Pal modifications.

TRACY: So who would you say should take the credit for this turn of events?

M.D: Well, let me ask you the same question?

TRACY: Well I would say it's down to the many reputable importers who regularly place ads in the console mags. It seems as you say that they can offer a better and more knowledgeable service. Let's just hope those customers will read this and check out the importers before parting with their cash.

M.D: There you go, I couldn't have put it better myself...

TRACY: IS THIS MAGIC?

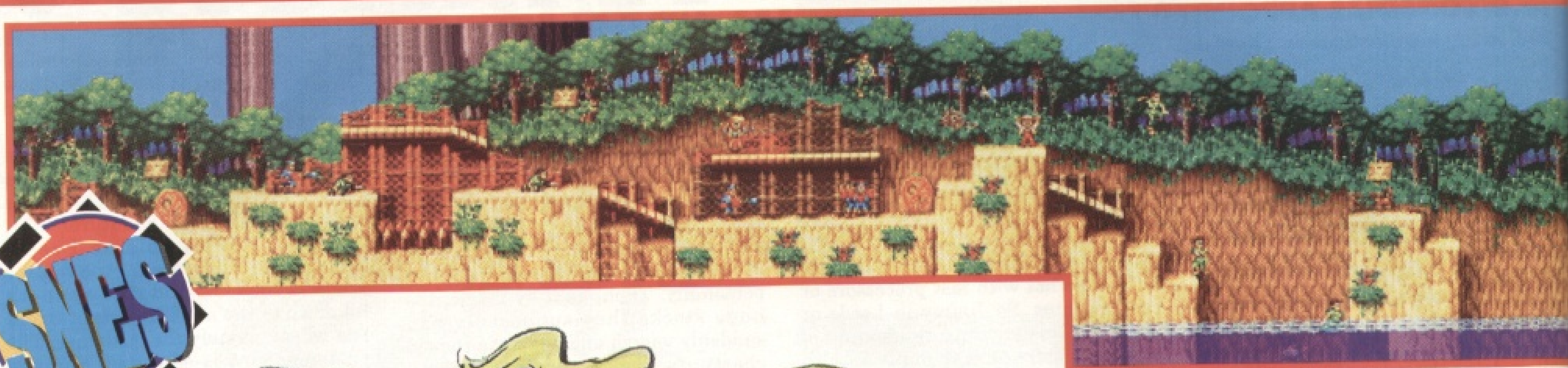
M.D: IT'S A KIND'A.......................

Please note the viewpoint expressed within this article is purely personal and is not necessarily the view of Europress Impact.

Special thanks and dedications to: Dean the glove...Col and Steve (first Mega Drive and PC in the U.K) Onn Lee of Electric Brain (congrats on the tabloid column) Jason, Pete the Ambulance, and all true gamesters everywhere... not forgetting Jimmy (my favourite gamester).

M.D CONSOLES, UNIT V, THE WALLOWS TRADING ESTATE, FENNS POOL AVENUE, BRIERLEY HILL DY5 1QA SALES HOTLINE: 0527 503 493

Producer: SONY/IMAGESOFT ■ Players: 1 ■ Price: TBA



SNES



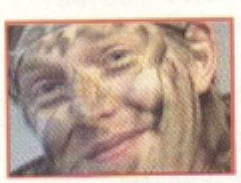


Wow! This tiger's got very bad breath. He should try gargling with minty mouthwash.





Hook



Tick-tock, tick-tock — why has GUNNS got his hand down that crocodile's throat? Is he trying to defuse it or just get his alarm clock back?

If you could spend all day doing exactly what you wanted, had lots of pals who did what you told them, were able to fly and never grow old — would you jack it all in to become a lawyer?

No, neither would I. But Peter Pan did, and that's why he's fat, old, balding, called Peter Banning and has two kids he can't relate to. Is it just me or does the expression 'complete smeg-for-brains-pillock-moron' spring to mind!

Hook

Anyway, that jolly pirate Captain Hook still harbours a grudge against Peter and has kidnapped his children to force him to return to Neverland in an attempt to rescue them (I'd leave 'em — think of the pocket money you'd save!)

Youplay Peter as you buckle your swash through 12 levels of forests, mountains, caves, a lagoon and the pirate town until you at last confront old Captain (haddock chops) Hook. The first level sees Peter taking on the Lost Boys and particularly Rufio to regain their trust, his sword and reinstating himself as the Pan.

Line

What makes this very standard game so good is the graphics — there really aren't enough superlatives to describe them.

Add to this superb cartoon-style animation, especially the flying sequences, and what you have's the definitive visual style for games of this type.

The John Williams movie soundtrack's recreated damn near perfectly and the game looks like the best thing since self-removing trousers — until you pick up the joypad.

> **"The definitive style for games of this type"**

And sinker

So what's the down side? Simple — gameplay, it's bog standard. There are no options at all, and although you're treated to some nice story sequences which fill you in on the plot, I can't help feeling that these were included at the expense of some worthwhile options.

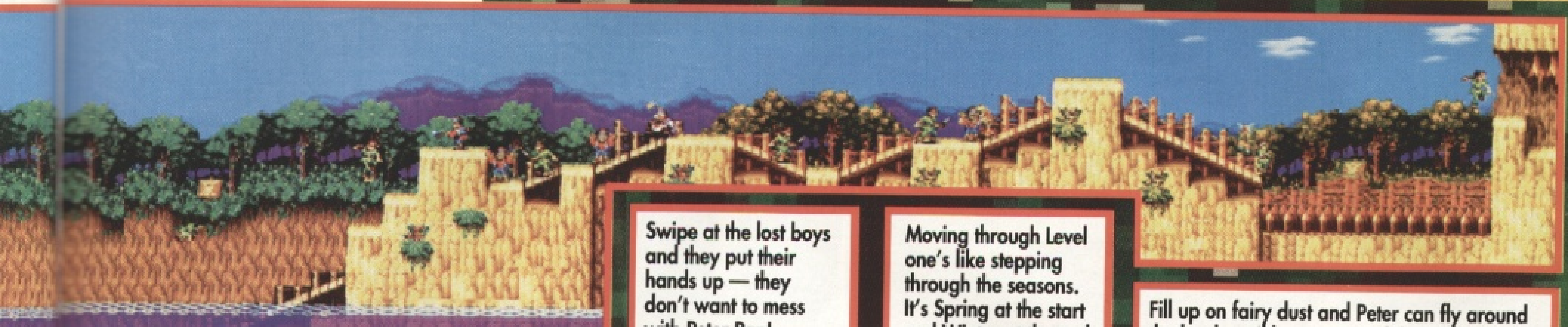
Conclusions? The sound and visuals have set a standard that other games must strive to attain or fall by the way side, but the gameplay's far too basic!

GUNNS 82%

FORCEFAX



When you meet the King of the Trees, the second end-of-level baddie, stay on the bottom left hand side of the screen, safe from the boxing gloves, then just avoid the falling acorns and bash the King whenever he appears.



Swipe at the lost boys and they put their hands up — they don't want to mess with Peter Pan!

Moving through Level one's like stepping through the seasons. It's Spring at the start and Winter at the end.

Fill up on fairy dust and Peter can fly around the level, until he runs out of the stuff.

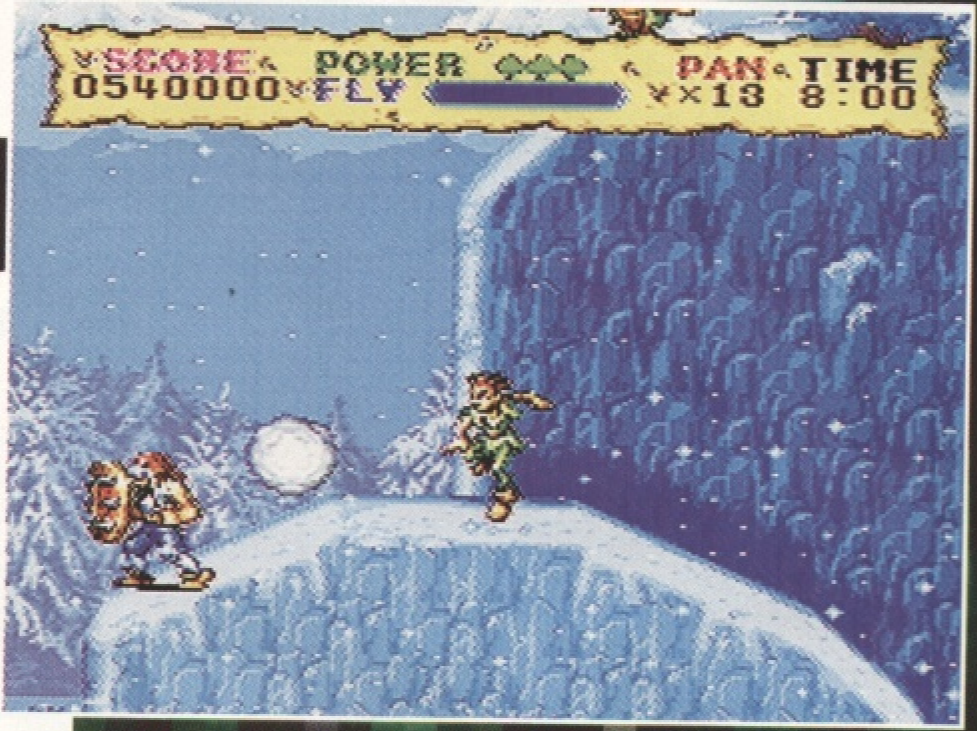
Sword — Adds a fire ball to Peter Pan's armoury but is lost when hit.

Jewel — Hmm, yum! More points to be clocked up on the score board.

Extra life — Flashes with a number showing the amount of lives.

Grub — Scoffing any apples or cherries restores lost energy.

Leaf — This adds an extra energy bar so it takes longer to die!



Frosty stuff! With slippers like that on it's no wonder Peter slides around. That's one mega snowball about to give the guard a smack in the kisser.



I don't care if you're lost, boy! I want that skateboard and you're not going to stop me! You wouldn't like me when I'm angry — I go green and start smashing things up!





The Archers are a right pain in the arse. An arrow in the rump, and it's off to the nurse for a rather large bandage...



Follow the red blobby road to meet Captain Hook, he's got a pressie for you!







Yes it's *Hook*, the game of the sickeningly twee movie, but it hasn't got me hooked at all! The whole package looks fantastic. Great artwork, excellent animated sequences in the intro, lots of amazing graphics and sound. It's a real pity the gameplay's not to the same standard.

Peter Pan moves too slowly. It takes an age to get through levels as he prances and glides about, he can start running but one slip up and it's all over. *Hook* is the sort of game which is great to look at — but not that good to play.

SHADES 79%

N RATING

96% VISUALS
- Some of the best yet on the SNES — Disney would be proud!

90% SONICS
- Super samples and reproduction of the film soundtrack

76% PLAYABILITY
- Straightforward but maybe just a bit too simple and frustrating

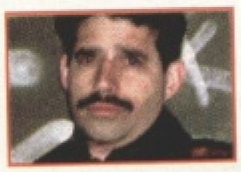
71% LASTABILITY
- With no options there's no reason to come back once it's completed!

81% FORCE
- Looks great, sounds great but falls down on playability

For the SNES, by BALLISTIC — a division of ACCOLADE

Warps





Blasting around space leaving a trail of destruction — MARSHAL hasn't had this much excitement since he won the South Idaho comedy moustache competition!

Forget the story — it's the usual jazz of tough aliens out to claim the galaxy with you shoving 'em back.

The game's fast. Spaceships career along, rotating at 360 degrees, blasting you all the time. *Warpspeed* runs riot through Graphics Mode 7, the hardware scrolling that zips 3-D solid shapes like a fire eating through soda crackers.

Slime-ball slaughter

Star bases are scattered throughout each quadrant, and once an enemy zeros in, it's bye-bye. There are 64 squares per quadrant, each holding enemy ships, meteors, and bases etc. The only way to get between quadrants is dropping through a black hole.

The Horde (the baddies) won't negotiate — you have to kill 'em (ah, George Bush diplomacy — Ed). You won't see them drop but they appear on your message centre to taunt and challenge you while the fighting progresses. Sometimes they call up just to antagonise you into fighting them.

Your view's through the cockpit. Change steering from arcade to sim control in the options screen. There's energy or smart weapons available, a long-range scanner to eyeball enemy ships, star bases and known asteroid belts. If action gets a bit slow, slap her into top and hit warp speed. And if you wanna bit of fresh air, open the hangar and shoot into space.

Red alert!

Scan the head-up display — the navigational panel shows position in 3D space, and the radar screen shows all objects within range.

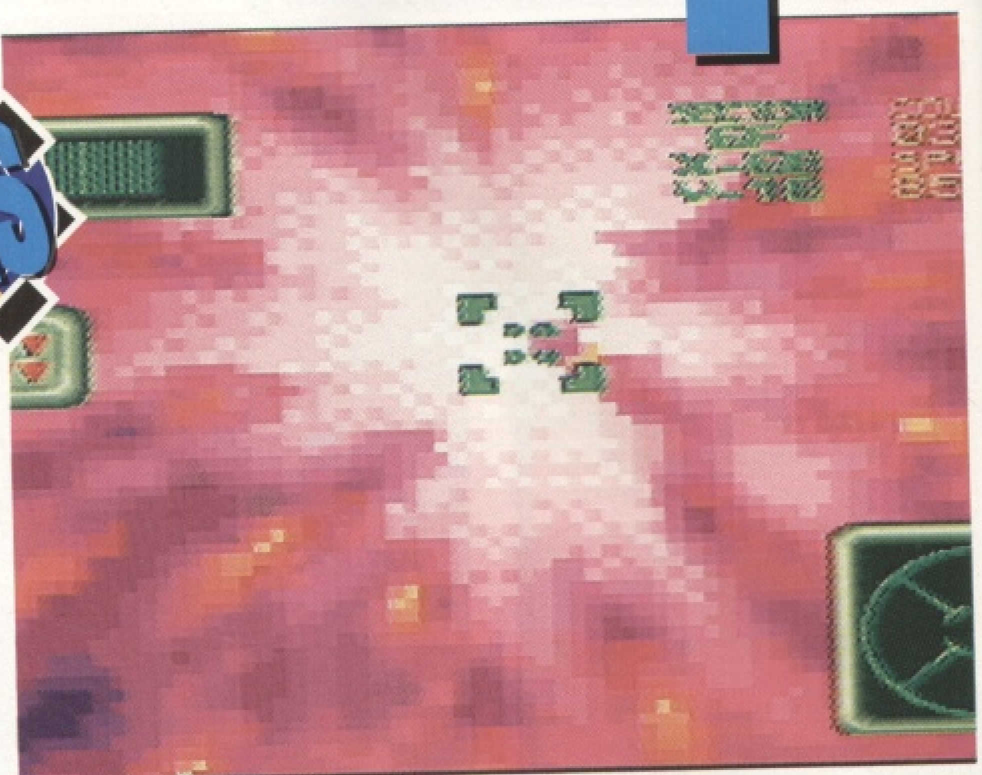
White dots are the nearest enemy ships, red the weapons they're firing, and blue other objects. The tracking sight changes from blue for far off, to red through yellow, and finally to white for 'he's about to ram!'

The enemy's got the Wedge which is kinda weak, the Raptor, the Trident and the Devastator — the strongest

You get three continues, going back to the star base repairs your ship, and if you get hit it turns the whole screen red and usually results in a systems failure.

> "An awesome, fast and captivating game"

Graphics in *Warpspeed* are stunning — both explosions and action sequences feature quality effects, though the energy blasts could use a bit more intensity. The background music's okay, but it's mostly just space muzak to ignore. All in all an awesome, fast and captivating game.



KABOOM! A highlight of *Warpspeed* is the fantastic splatter of colours your enemies make when they finally bite the dust.



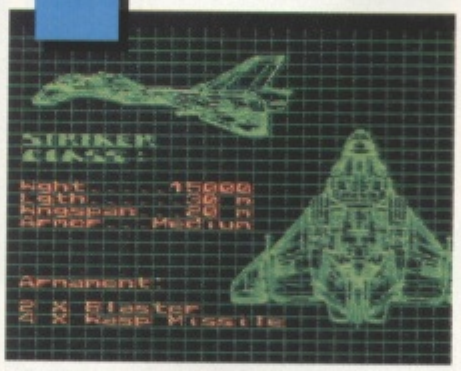




speed



Warpspeed gives one of the best examples of the SNES's Graphics Mode 7 yet. Grab a fighter, hit the thrusters and let fly — just try not to run over the little men in the red shirts on your way out of the hangar.



Is this the right ship for you? Make sure it is, otherwise you're dogmeat!



Whoops, another ship lost — anybody checked behind the settee?





Eeek! It's one of those nasty missile-firing spaceship thingies heading this way — shall we turn and run? Not a hope in hell!





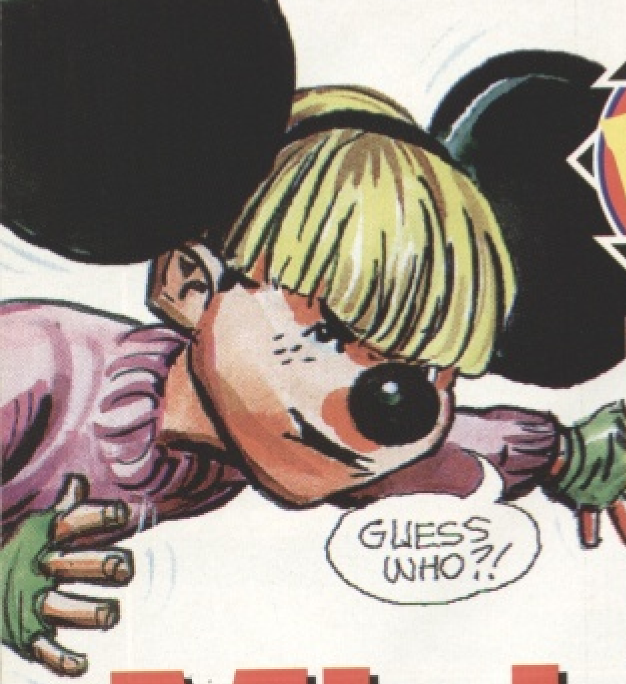




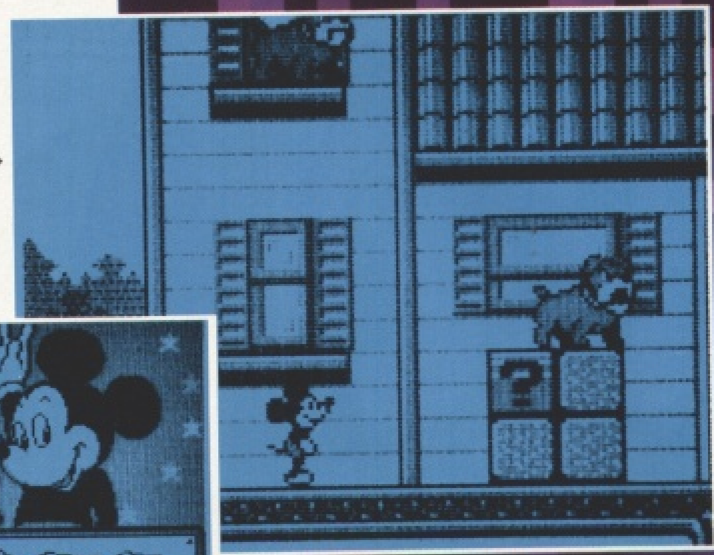
Let's do the Time Warp again

There are seven game scenarios, arranged in order of difficulty. They are:

Training: Clearing a single quadrant, with slow enemy ships — easy.
Pirate Busting: Destroy enemy pirate ships attacking Earthian convoys then take on the leader head-to-head.
Carrier Wars: The enemy carriers are spread out in four quadrants. wipe out the ships they release. Use smart weapons .
No Haven: Only two star bases remain. Move fast.
Skirmish: A solar storm has knocked out sensors in at least six quadrants. The long-range scanner only detects within eight sectors of your ship's position. Tough!
Space Maze: Even tougher. Find the hidden route to all eight quadrants and kick alien arse.
Nexus: The aliens are massing for a final assault. Use the black holes to hunt down their ships and waste 'em!
Campaigns: Four linked scenarios to complete in order — randomly chosen from a group of ten. All new, and a lot harder than the seven above. You can stop in the midst of a campaign and use the password supplied to restart at a later time.

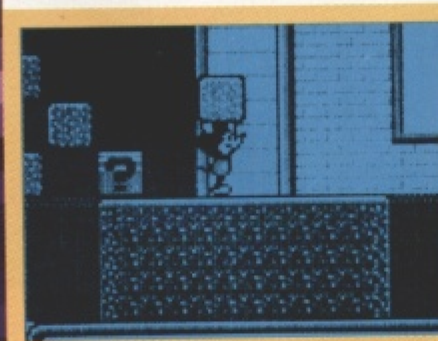






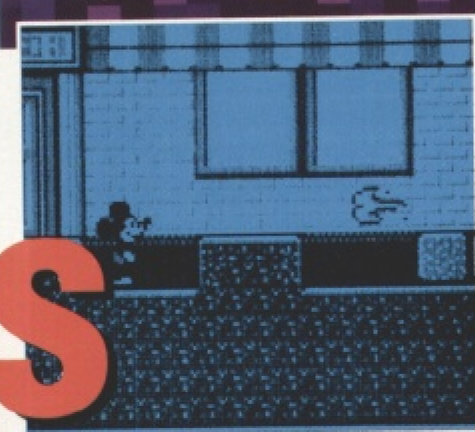
Grab the question block to reveal a secret power-up. You can then bash the hound on the head to win points. Both Mickey and Minnie have large muscles so they can lift these massive boulders.

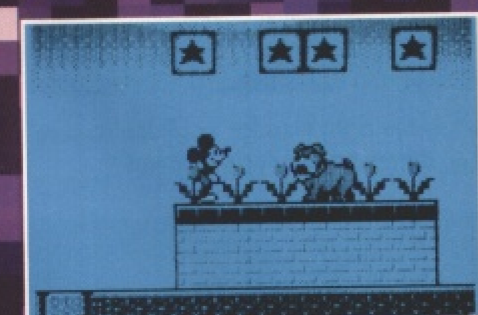
FORCEFAX



Always keep a throwing block handy because you never know when you're gonna get jumped by woodland creatures. Nothing can stop our friend Mickey when he gets his hair off!

Mickey's Dangerous Chase





Collecting the star blocks boosts Mickey's score. Inverted ones give ten points.





Gee, it's that mouse here at N-FORCE! No, hold on... it's SHADES with a pair of silly black ears!

Disaster! Being the kind-hearted rodent he is, Mickey Mouse went and bought a present for his sweetheart Minnie.

Was it a bunch of flowers? A box of chocolates? Or a mouse trap with a red bow on it? No-one knows cos it was stolen by petty thief Pete. Goofy saw him run off into the shopping mall to hide, so it's time to smoke the sucker out!

Players control either Mickey or Minnie in the quest for the missing gift, both have the same powers and play through the same levels. The main game's non-stop platform action but there's a special boating stage with rocks to jump and flying fish to avoid.

Disney distinction

Starting in Mickey's home town with romping dogs and gnawing rats to dodge, collect stars and munch power-ups.

Stars come in two types. Normal ones give one extra star and inverted stars an extra ten. Starting with three energy hearts one's knocked off each time a mean dude's touched. Find more in the question mark blocks, along with invulnerability drinks and special bonus items.

> **"Nothing original, but there are lots of fun bits"**

Mickey's Dangerous Chase is nothing original but has lots of fun bits to keep fans happy. The cutesy graphics are okay and with a high difficulty level, it's quite a challenge. ***SHADES 66%***





Mickey mouse... Ah, nostalgia, do you remember those lazy mornings spent watching the Mickey Mouse Club? No? Neither do I. But I played *Mickey's Dangerous Chase* anyway. Did my eyes swim at the terrific graphics? Did my legs go all rubbery at the knees on account of the splendid gameplay? Did I suffer involuntary evacuation of the bowels after hearing the in-game sound? Not a chance mate. Nothing new, straightforward jump, chuck and collect behaviour. Not bad, just unbelievably basic and dated. ***GUNNS 47%***



N RATING

68% VISUALS
● Small but detailed sprites and static intro screens

66% SONICS
● Average tinny tunes and zappy sound effects

69% PLAYABILITY
● Not too difficult and the continue option helps

64% LASTABILITY
● Nothing original but it's worth a few plays

57% FORCE
● Another platform game like all the others, Mickey fans will no doubt love it!

Producer: IREM CORPORATION ■ Players: 1 OR 2 ■ Price: £TBA

SNES

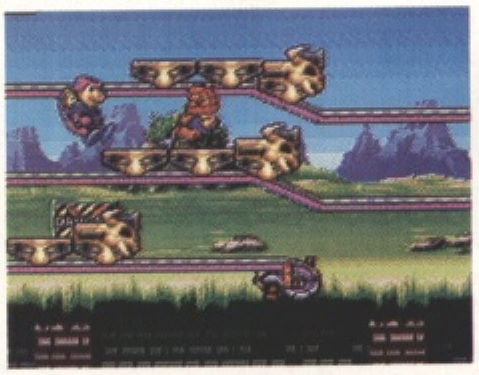








Take a trip back in time to the days of dinosaurs and two-tonne T-bone steaks! SHADES tucks in...



Fun and frolicks on the roller coaster ride to hell. Choose the wrong car to ride in and it's dino kebabs for tea!

Dinosau



It's weird and wonderful game time with this new sizzler from Japan. Join two hyper-active kids as they trip into the realm of dinosaurs strapped to the backs of Rex and Tops, two friendly 'Doyathinkhesaurus' (groan —Ed)!

The six stages are packed with variety and lots of stupendous graphics. There's the standard platform action with ice, spikes, lava and the like to avoid. Later in the game there's a rotating wheel level and a great rollercoaster ride with manic birds! Players can select either of the dinos to control. One of each sex, with a kid strapped to its back. To get through some sticky situations bring the kid into play instead. The dino then stays put until Billy or Brenda jumps onto them again.



"Could have done with being a bit tougher"

Daring dinos

Surviving to one of the end-of-level doors while collecting as many dinosaur eggs as possible on the way's the aim. There's plenty of power-ups and extra lives which always come in handy.

The visuals of *Dinosaurs* are up to the usual excellent SNES standard with lots of multi-level parallax backgrounds and some cheerful sprites. End-of-level baddies are very poor though. A couple of small birds? A bloke pushing a statue? Not very challenging at all.

There are some neat touches that really make the game worthwhile. The big daddy dinosaur that appears and gives you a lift on his nose is great and the way the kids are saved by birds holding a basket almost brings tears to the eyes.

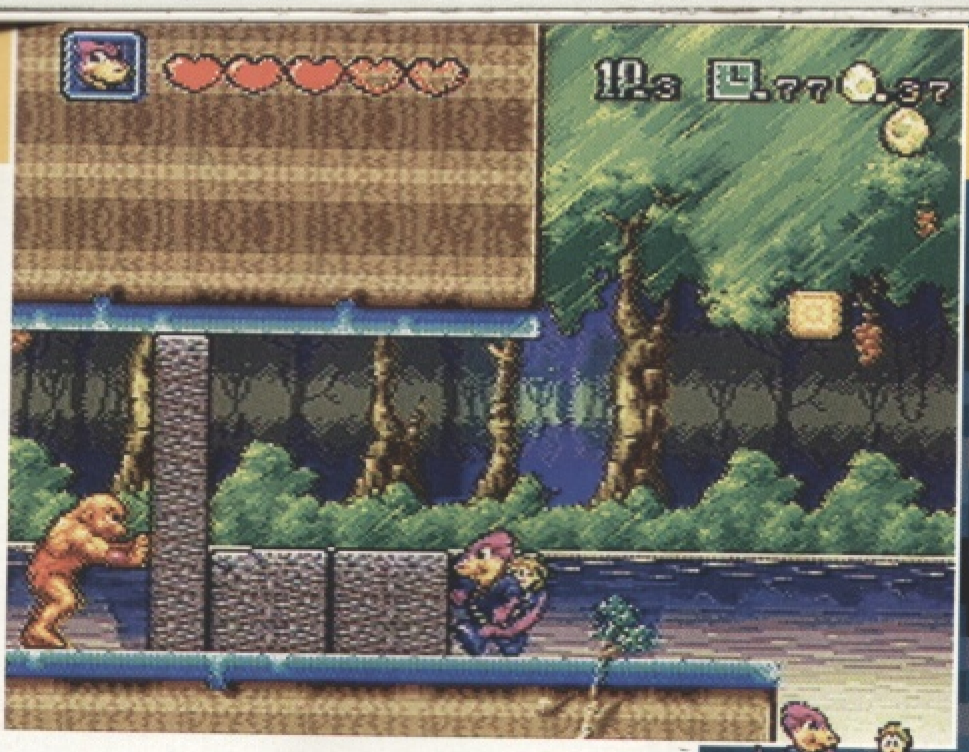
Dinosaurs is one of those games that's great fun to play while it lasts. Normal and hard are the two difficulty modes, playing on normal, most platform fans can complete the game in a matter of a couple of hours.

Prehistoric pixels

As arcade action games go *Dinosaurs* isn't too bad, but it could have done with being a bit tougher. Overall, it's quite fun with lots of colourful sprites, backgrounds and picnics.

But unfortunately it doesn't really have what it takes to be a block buster.

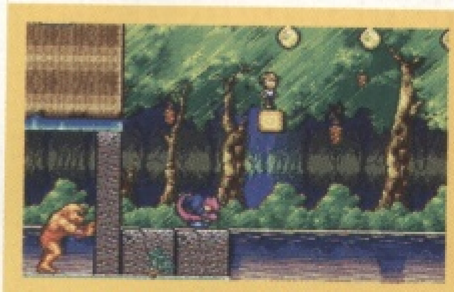
SHADES 81%



Life's hard when you're a dinosaur. You've got a kid strapped to your back and there's a drug-crazed bald man trying to push you off a ledge. How do they cope? They probably just think of the money they'll get from the movie.

urs

FORCEFAX

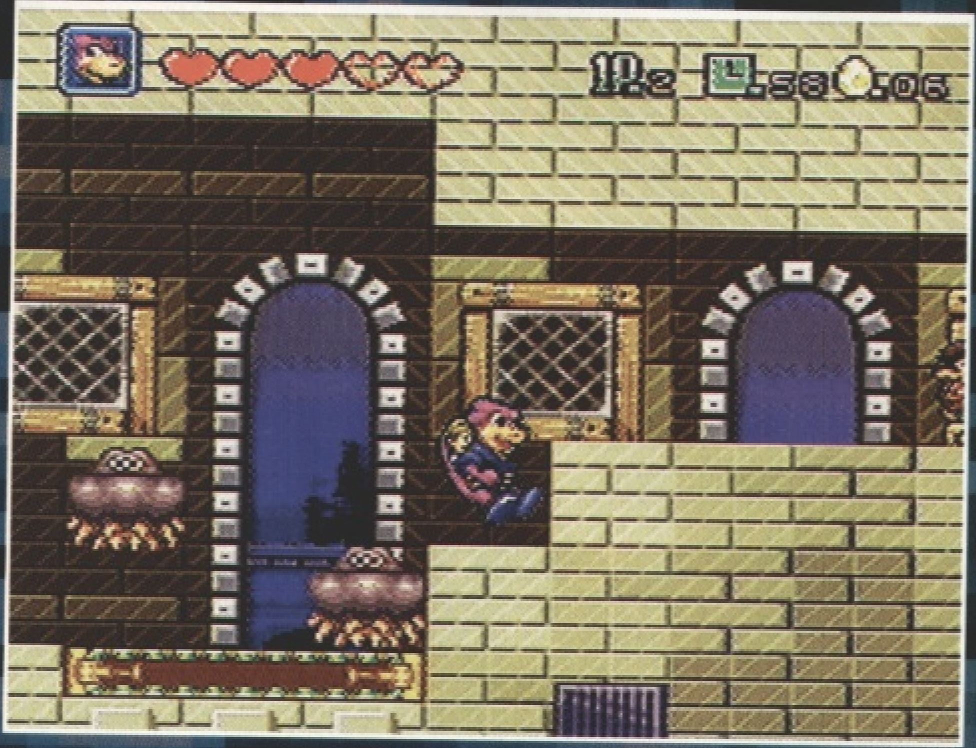


If a platform's too high for a Dino to jump on, swop control to one of the kids who can use the Dino as a platform to jump higher.



Cute dinosaurs giving piggy backs to sickly sweet kids — yuk! But it's actually rather good. The Japanese once again show gameplay's everything — when you combine it with well-drawn sprites and good in-game tunes you get a great platform adventure. But play it on the hard setting first to sample the best of the game cos on normal it's easy to finish and this robs Dinosaurs of much of its lastability and appeal.

GUNNS 82%



Bounding around a strange castle with big boots on's not the safest of pastimes. Those cute-looking grey sploges open up to reveal deadly spikes if trodden on so stay well away.





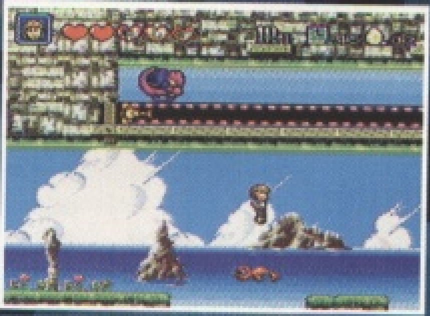
It's the wheel of fortune — one wrong move and it's the end of the line for our adventurer!



Ouch! Darn that bearded bully. He should watch what he's doing with that pointy stick.







N RATING

90% VISUALS
- Some beautiful backgrounds and lots of happy sprites

84% SONICS
- More boppy SNES tunes and plenty of those standard FX

78% PLAYABILITY
- Normal mode's a cinch but hard will provide all sorts of bovver!

73% LASTABILITY
- Play it on hard and it's a challenge you won't forget!

81% FORCE
- Above-average arcade action that could have done with more levels

Reviewed!

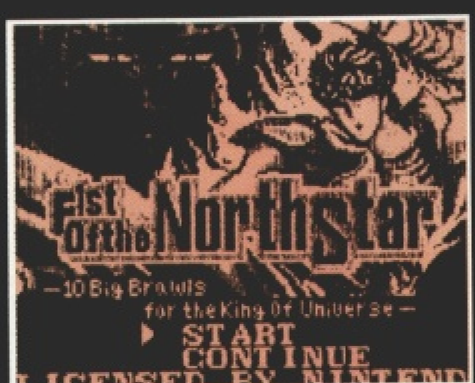
Producer: ELECTRO BRAIN ■ Players: 1 OR 2 (Game Link) ■ Price: £19.99

Fist of the North Star





Ten big brawls for the king of the universe! Better send in SHADES, the human punch bag!



Prepare to take on ten of the roughest and toughest dudes in the universe. We've all had our three Shredded Wheat and been down the gym for a couple of years solid so it's time to help out Kenshiro, the Fist of the North Star.

A nuclear war left the world in total chaos with the hardest leaders scrambling for power. The hopes of all the surviving people rest on the winner of these battles, let's hope someone nice wins!

Playing in heaven

Fist of the North Star is a beat-'em-up fan's idea of heaven. There are so many gits to take on, three different modes to play in and punching that goes on forever — almost!

In normal mode, players build the strength of the character by winning battles and earning experience points. Versus mode's for players with a Game Link system — each choose a character and play a head to head game. In team mode, two players select up to five characters each, battle commences and the last man standing's the winner!

Cabbage soup!

With all these great options it's just a pity the game's worse than a pile of rotting cabbages. All the sprites are tiny and uninteresting, backgrounds are average and as for the nasty music — yuk!

Some games became so tedious I decided to lay down my life and walk straight into the enemy. At least I got a reaction from them doing that!

If you love hardcore beat-'em-ups then you may get some enjoyment out of *Fist of the North Star*. But be warned — there are far better games on the market.

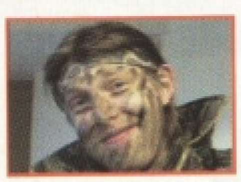
SHADES 38%

Reviewed!

Producer: ELECTRO BRAIN ■ Players: 1/2 ■ Price: £24.99
Supplier: Video Game Centre Tel: 0202 527314

High Stakes Gambling





Roll the bones, cos the aces are high and it could be craps. Is GUNNS a one-armed bandit or does he have two weapons?

Can you as agent Pete Rosetti walk bravely into the murky world of roaring twenties America, take on the five most notorious mobsters, beat them at their own game — *High Stakes Gambling* — and cripple organised crime?

Easily. Play Blackjack (we call it Pontoon or Twenty Ones), Slots (slot or fruit machines to you) and Video Poker to gain cash and points to enable you to take on the mobsters at Draw Poker.

The bad guys are Machine Gun Max, Suitcase Sam, Hitman Harry, Lucky Louis and Al Cologne (the most odious criminal of the lot). Beat one at Draw Poker then move onto the next — beat all five and that's the game.

Casino capers

But hang on a sec, you don't think you face these uglies alone? Naw, you can call upon the assistance of Shady (no relation to our man Shades) who sells you cheat items like telling you what the next card is and placing more bars on the slot machine. Unfortunately he helps the bad guys too — ah well nobody's perfect!

There are three games here — the practise mode which allows you to play all but Draw Poker, the competitive mode where you take on the mob and, most interestingly of all, the two-player mode when, via a game link, you take control of a mobster each and fight for supremacy of the underworld over the gaming tables of Vegas.

Design-wise it looks and sounds adequate, but I feel it's too shallow for any long-term interest. After all, what's gambling if you can't lose your shirt!

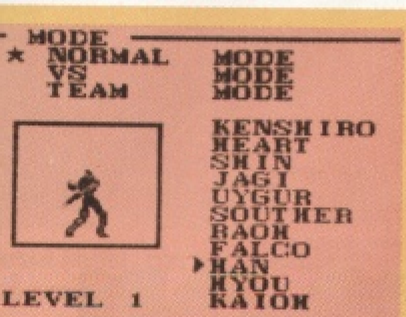
GUNNS 68%

FORCEFAX

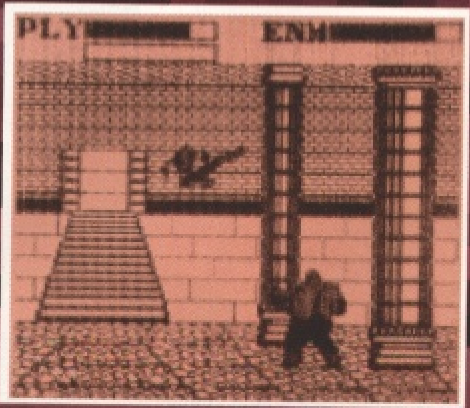


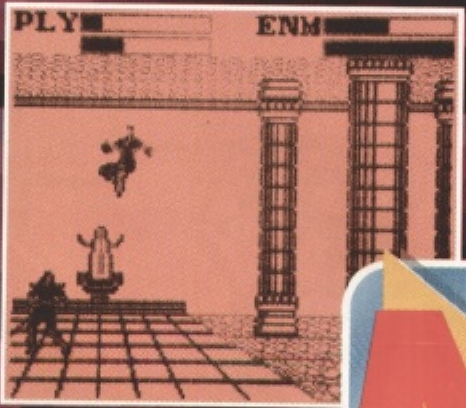
Keep your cool when playing Blackjack — never split a pair of fours or nines. Always stick on sixteen or above if the dealer's showing 3,4,5 or 6. Split Aces and Double Down on eleven.

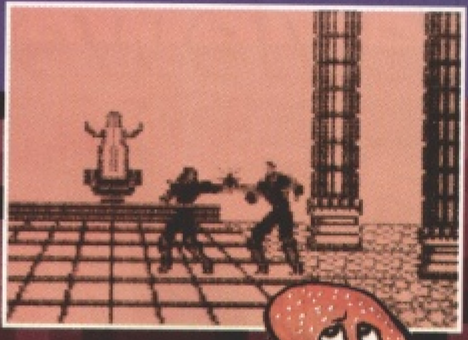
FORCEFAX



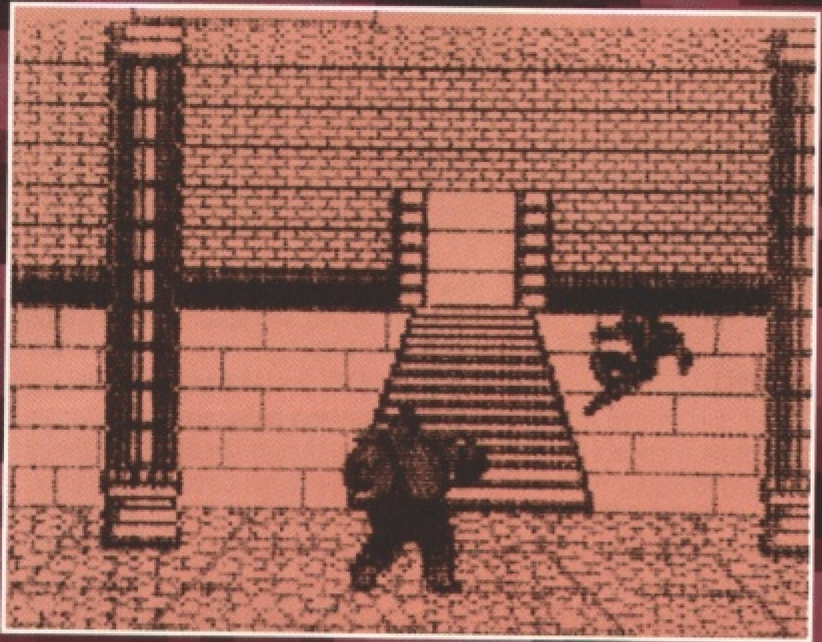
With all these dudes to fight in the game there are lots of different skills and moves to get used to. Spend time practising each character and getting to know them better.







Who's going to become the ruler of the Universe? The most powerful beings battle it out above and below showing off what they can do with a couple of kicks to the head and a nasty blow below the belt.





Oi! Fancy a knuckle sandwich or a kick in the teeth? If you do, go and spill someone's pint cos this is nothing like good and bears little resemblance to a beat-em-up. *Fist of the North Star* plays like England in Europe — very poorly and with no flair or imagination. Bad graphics, bad sound, bad gameplay, bad buy — so don't!

GUNNS 31%

N RATING

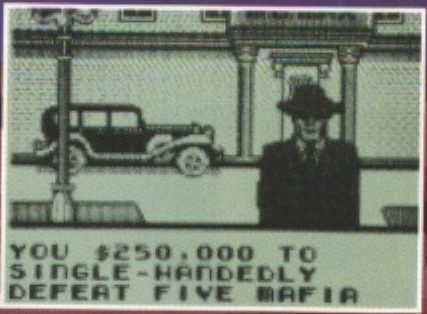
34% VISUALS
● Naff sprites with slightly better backgrounds and okay title screen

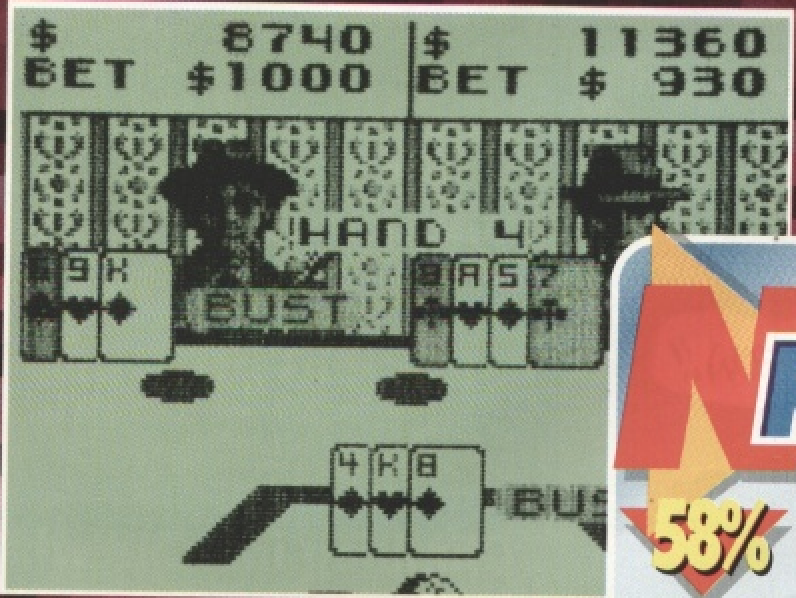
30% SONICS
● Turn it down quick! The music will drive everyone around you mad

49% PLAYABILITY
● Lots of options and opponents to select. Better as a two-player game

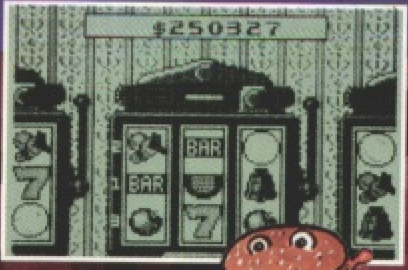
39% LASTABILITY
● The dire graphics and sound will turn most players off

34% FORCE
● Look elsewhere for a satisfying beat-'em-up. This isn't worth the hassle





It's tough playing cards when you don't know the rules! I've a funny feeling that geezer on the left is cheating.









Yes! This is what game fiends everywhere have been waiting for! The chance to play downright dirty games like Poker and Blackjack, gamble lots of cash and not spend a penny! *High Stakes* is full of well-simulated card games and characters like Shady (nice name), the back-alley gambler who has lots of cheats up his sleeves. Taking too much of his advice is a bad idea though — with guys like Machine Gun Max and Al Cologne around it could be curtains for any swindler. This is one wicked card game, give it a shuffle!

SHADES 72%

N RATING

58% VISUALS
● Nothing special, but then it doesn't need them

62% SONICS
● Basic — there's not much you can do with card games

78% PLAYABILITY
● Simple and easy to play, all games are well explained in the manual

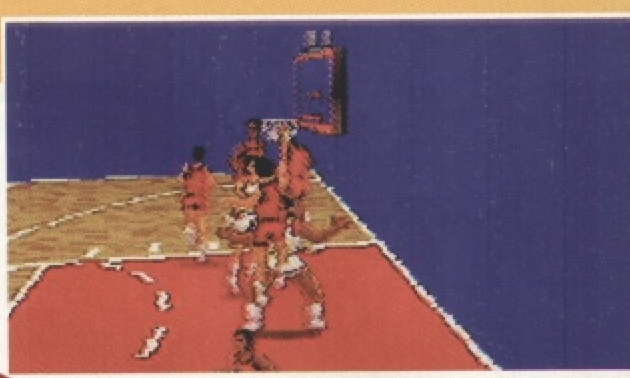
68% LASTABILITY
● Far too little to do — it fails to hold the interest

70% FORCE
● An average gambling game, but nothing more

Reviewed!

Producer: HALKEN ■ Players: 1/2 ■ Price: £TBA





N-FORCE KNOCKOUT

SNES

Super Dunkshot



Slamdunk yer balls an' apply pressure when passing cos GUNNS is pumped-up an' he's gonna violate you in the back court if yer not careful!

From the first title screen this game screams 'special' and thankfully, unlike many others, actually delivers the goods.

Viewed from a third-person perspective, you're treated to a display of the SNES's amazing 360 degree spin and scroll routines as you follow the ball.

Zoom from one end of the court to the other then stop and whip around to face a totally different direction without the slightest pause or flicker — at speeds to make you dizzy!

Sizzling speed

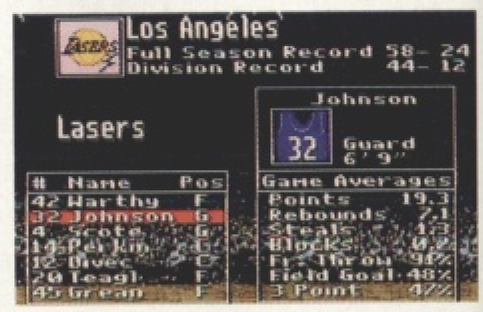
Although the sprites don't move at a fantastic rate, the rotation effects give a feeling of pace hard to equal.

With such fantastic graphics you'd expect other elements of the game to suffer — not so! Options are quite awesome: one or two player, full NBA season, passwords, four divisions, 28 teams, adjustable game length, three difficulty levels, full stats for every team and more besides.

Sound FX are all here — crowd roars, bouncing balls, squeaky sneakers, sampled speech from the ref when infringements occur and catchy intermission music.

What lets it down is control over the players extends only to eight-directional movement, dribbling with the ball, passing and shooting — I'd have liked some shot variation. All in all though, the best SNES basketball game yet!

GUNNS 91%



Reviewed!

Producer: CULTURE BRAIN ■ Players: 1/2 ■ Price: £49.00
Supplier: KRAZY KONSOLES Tel: 0422 367730

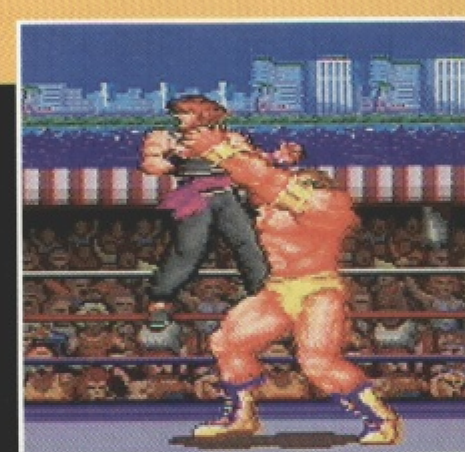


SNES

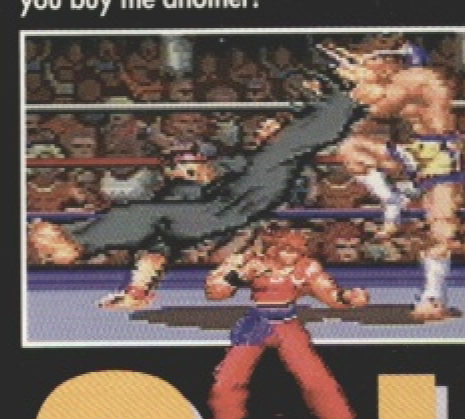


The programmers appear to have tried to produce a beat-'em-up combining the graphics and playability of *Street Fighter II*, with the versatility of *Ranma 1/2*. Unfortunately this cart fails to live up to the high reputations of it's predecessors. Controls are unresponsive making combination moves extremely difficult. Graphics and animation are only average. Fight fans get your kicks elsewhere!

ACE 45%



'Ere! Did you spill my pint? I've a good mind to hold you up by your neck until you buy me another!



Gol



Climbing into his white cotton bathrobe and matching jog bottoms GUNNS decides it's time to spin through the air and kick people with his sweaty feet...

Billed as the next *Street Fighter II*, *Golden Fighter* was awaited at N-FORCE HQ amid great expectation — I pounced on it first. Whota mistaka to maka!

Much like *SF2* you have the option of being one of many brawling bruisers in a fight to the knockout. Choose from boxers, wrestlers, various martial artists, Judo, Karate, kick boxers and more besides.

You fight the opposition in a tournament to win the coveted Golden Crown with the neat touch of being able to take over other competitors if knocked out in a round.

There's a scrolling beat-'em-up adventure where you battle through levels of bad guys or spar with your wise, bald mentor in preparation for the forthcoming confrontation.

Oodles of options

There are loadsa moves per competitor including, in the scrolling stages, the ability to use twin short swords (Katanas) and long fighting staves.

But it's only a just above average game. The animation's flickery, jerky and suffers from slow down. Response time from the controls is very slow leaving you with terrible joypad lag — probably one of the most annoying aspects of the game. All in all, it just falls flat when compared to the best.

GUNNS 63%

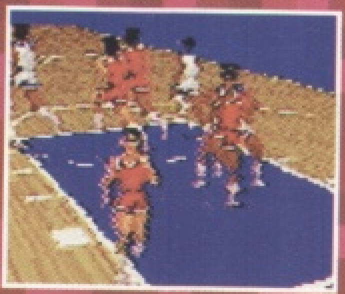


Please Mister, can we have our ball back now.









Above: where's the ball gone then? Below: oops, it's in the basket! That's the danger of poor defence!





Basketball's a great game to play or watch — all the features of the game have been perfectly converted onto the SNES. The 3D court's excellent with well-animated players and all the excitement of the real thing. For the ultimate basketball game on your SNES, have a bash around the court with *Super Dunk Shot*. Cue the cheer leaders! ***SHADES 90%***

FORCEFAX



The tip-off at the start of a period is vital. Whatever you do try to get the jump (literally) on the opposition, because with fast passing away from the centre you can almost always score on the break.

N RATING

94% VISUALS
- The best — superb use of the custom hardware

89% SONICS
- Great sound and samples, maybe not quite enough variation

92% PLAYABILITY
- So easy to play you too can dribble like Magic Johnson

88% LASTABILITY
- Slightly suspect, probably lacking in one-player mode

91% FORCE
- The best SNES basketball game we've seen yet

n

91%

od
ntil

FORCEFAX



Timing punches and kicks is important in this game. Try pounding the joypad too hard or kicking too often and all you get is a fighter too tired to lift his arms.



Beating up your mates (below) sure is thirsty work: fill it up barman!











den Fighter

N RATING

79% VISUALS
- Nicely drawn but let down by the animation

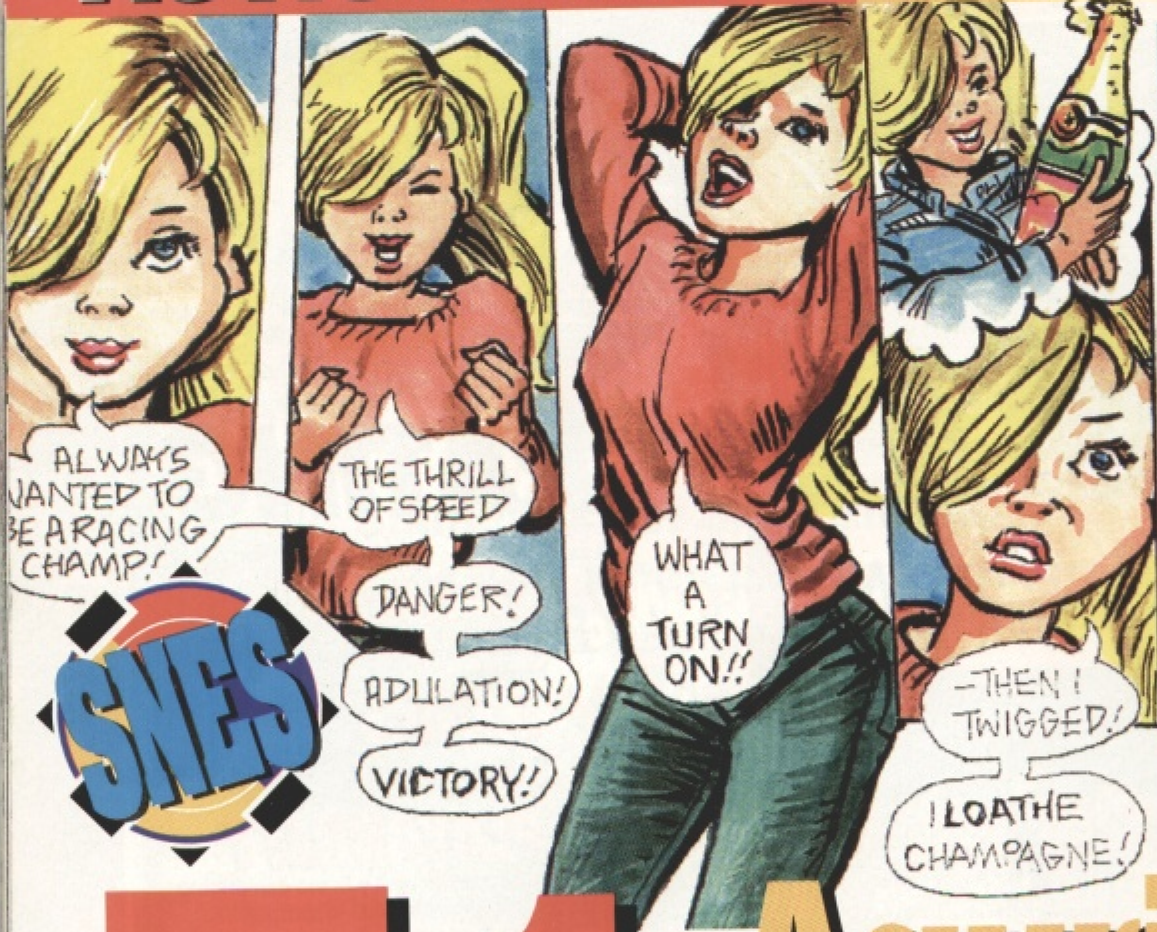
69% SONICS
- Fairly good in-game tune but naff sound FX

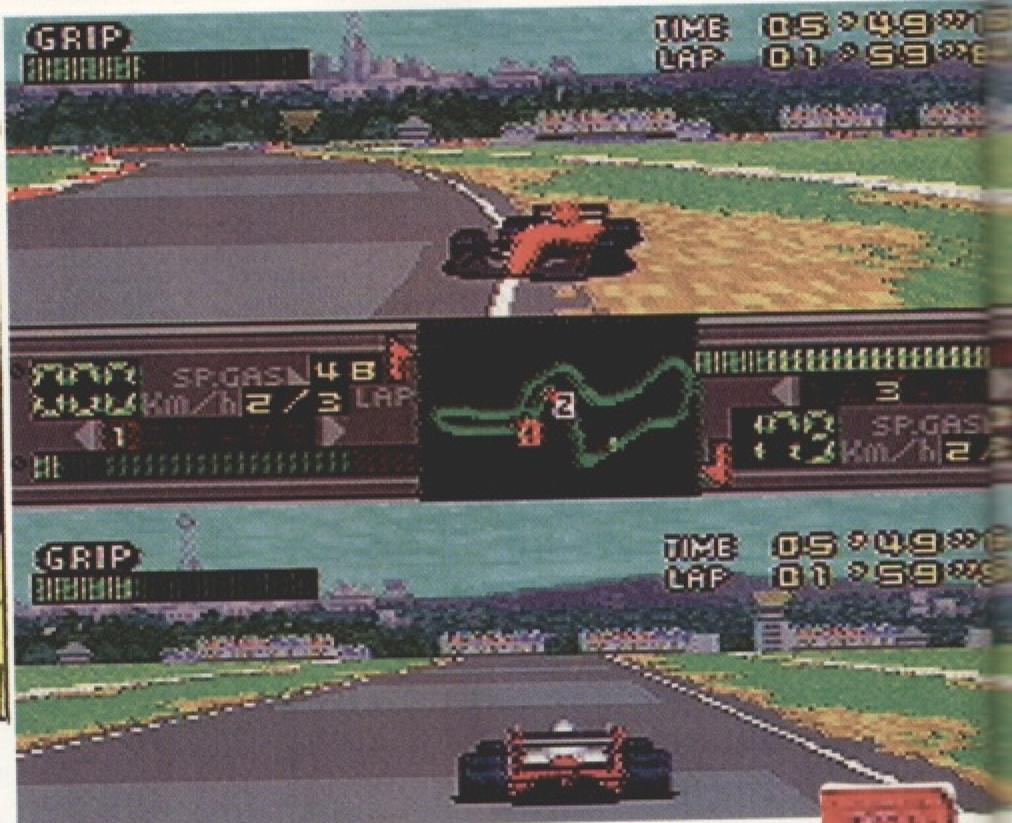
71% PLAYABILITY
- Very tricky to play and poor control response time

66% LASTABILITY
- Unless you can get to grips with this quickly it soon pales

54% FORCE
- A good idea spoilt by trying to do too much with a basic idea

Producer: LOZC ■ Players: 1 OR 2 ■ Price: TBA





SNES

F1 Aguri Suzuki Super Driv





Burning rubber, sparkling champagne and nasty leather driving gloves. SHADES dons a helmet and checks the oil...

Jump into the driving seat of a Formula One racing car and take on some of the top drivers in the world. Leading Japanese driving ace Aguri Suzuki's here to show you the road ahead!

This hot game from the land of the rising sun's absolutely packed to bursting with options for budding Nigel Mansellls. The driver's name and colour are the first to be changed. Play against the computer or another player in a split-screen situation.

All the world's top courses are here, with different weather conditions to make things interesting. Practise, single race or championship modes cater for all types of racing with championship games being saved to a battery back-up.

> **"In two-player mode, the action really hots up!"**

Gas guzzling

Enter the settings menu and a stripped-down car appears with separate menus for suspension, wings, engine, transmission and other components. Race well and you win points before upgrading your car.

F1 Super Driving is visually stunning. From the digitised pictures of the Japanese hero himself to the slick tracks and backgrounds, it's set to impress.

The pit stop has its own animated sequence where the viewpoint spins around and all the mechanics jump out.

Grease monkeys

Many nights of practise are needed to master the awkward steering system. Cars turn in jerky movements, usually sending the multi-million pound machines into a spin.

On the down side, the sound's dire! Tunes are reasonable but the in-game sound FX had me diving for the volume control. They sound like a broken lawn mower!

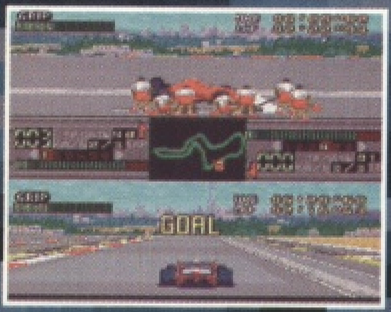
One-player mode gets tiresome, but in two-player, split screen mode the action really hots up. If you've the patience learn to play *F1 Super Driving*, it's good fun.

SHADES 83%

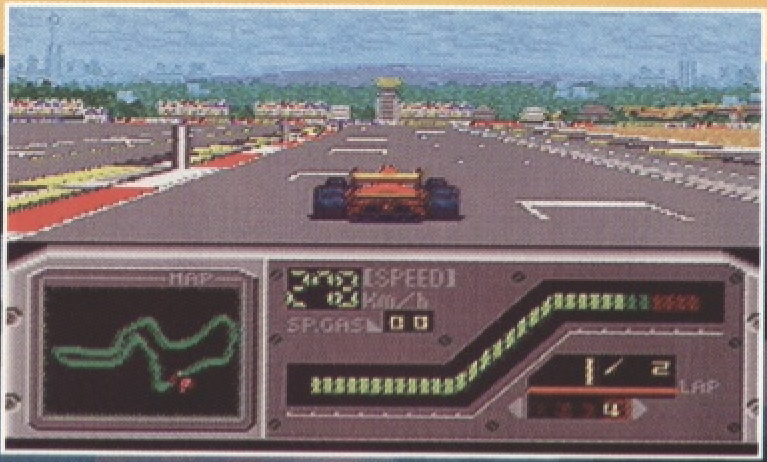
Pit Stop Parts



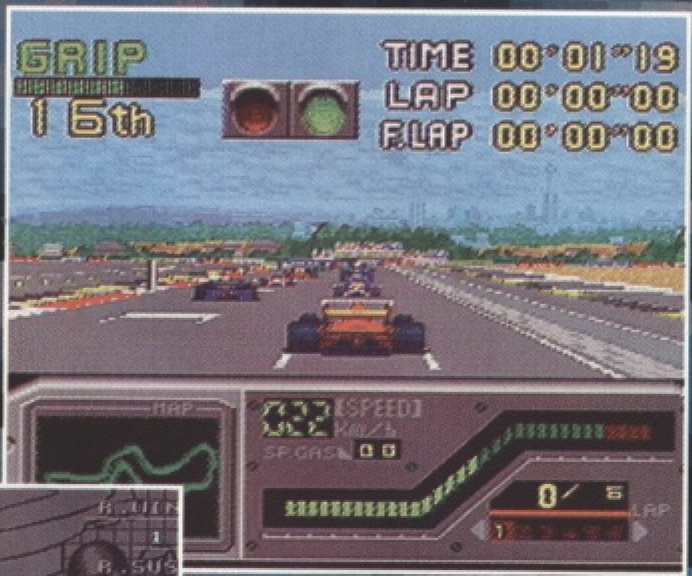


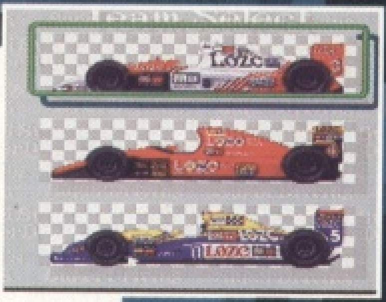


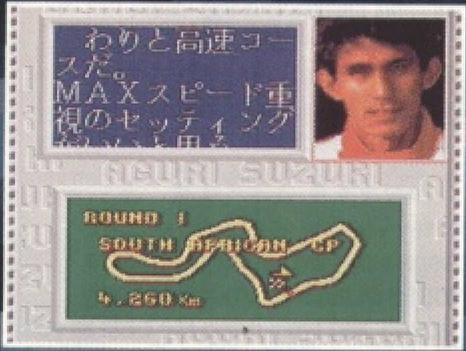
In two-player mode — you're in the pits getting four nice new tyres as your opponent coasts over the finish line.

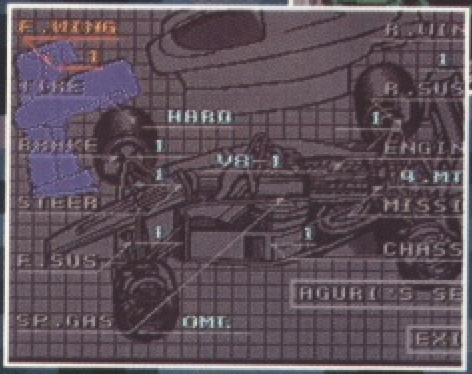


Racing towards the finish line with engine roaring and the crowd cheering! Just watch out for traffic police.

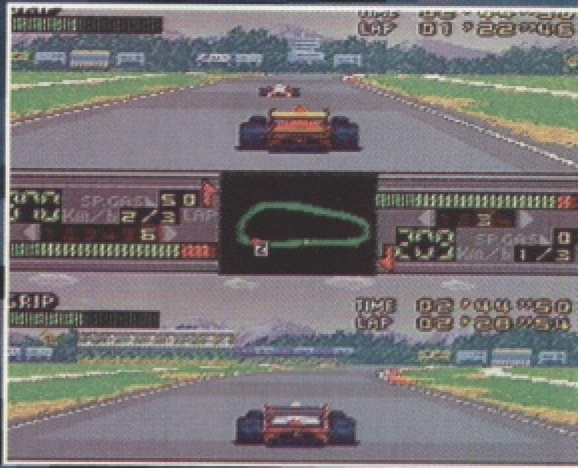








Building your car from scratch is great fun — choose the wrong components and you end up with a Skoda.





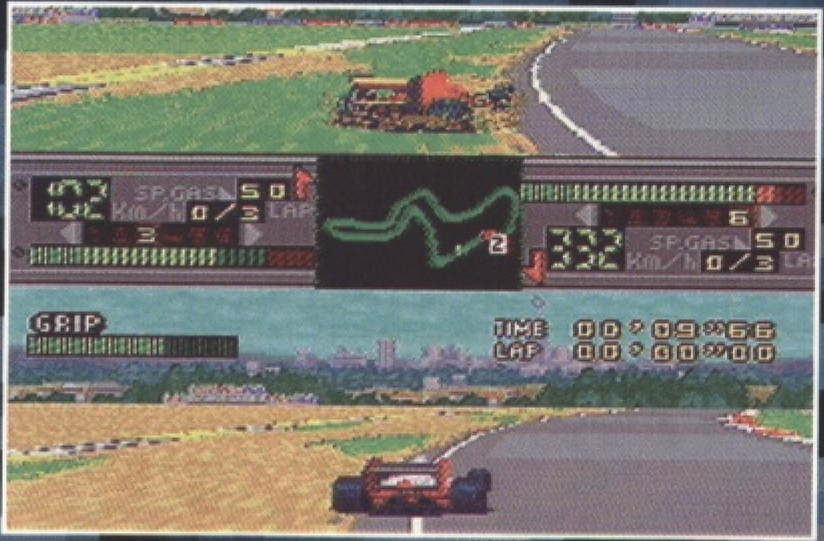
...wing











FORCEFAX



Keep you revs at the right level on the start line and try to accelerate smoothly away to avoid wheel spin. Burning rubber on the grid may be fun, but it costs valuable seconds!



Yes, you too can now drive like Aguri Suzuki — on the grass via the barrier, into your opponents, sideways or just fail to qualify. Suzuki, now driving for the well-known (yeah sure) Footwork Mugen-Honda team, has lent his name to this SNES racing game — but don't let that put you off — it's really good. Everything you could need from a racing game's here and more besides. The car's difficult to control and needs practise to get the hang of, but don't give up cos this is a great game! **GUNNS 83%**

N RATING

90% VISUALS
● Realistic courses fly by at high speed and the digitised pictures are a bonus

60% SONICS
● Mediocre music with one of the worst racing FX ever on a SNES!

84% PLAYABILITY
● Once the controls are mastered, the racing becomes quite fun

86% LASTABILITY
● Racing all around the world takes some time — get stuck in

83% FORCE
● An excellent Formula One racing game with only a couple of small flaws

Next Month!



Otter noses! Badger spleens! Aadvark bladders! Rats on a stick! Wotta selection! Not only do you have the choice of these gastronomic delights but a sneak peek at the N-FORCE crystal ball reveals —

A COMPLETELY FREE, ABSOLUTELY WITHOUT COST, MARVELLOUS, MAGNIFICENT, CUNNINGLY COVERT COVER GIFT!

GASP at the quality
SWOON at the size
ADMIRE its practicality
JUMP UP AND DOWN at its lastability
ASK your friends what it's for

There's more — this cover gift is so FREE that you won't believe it! More FREE than a very free thing indeed and what's more it won't cost you a penny!

But wait, what else does the future hold?

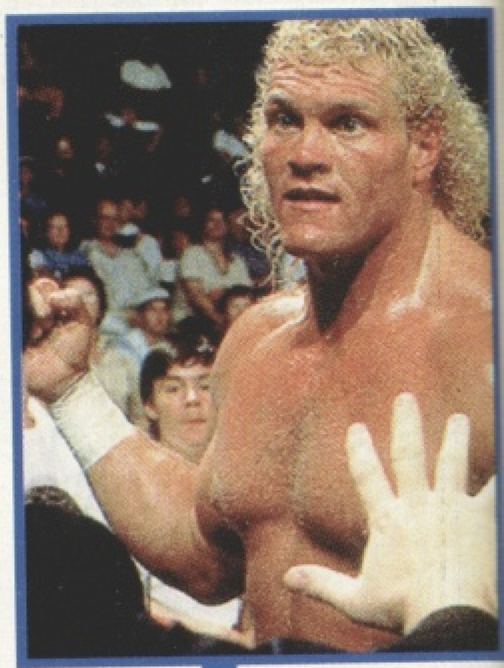
Tips galore, that's what! Yes, you asked for it and you've got it — more massively-big than an elephant's memory but a lot easier to get your hands on — the definitive tips special for *Zelda III*.



■ Blasting onto your SNES is a golfing spesh and the latest hot 'n' horny shoot-'em-up from Kemco, *Phalanx*! Just some of the mound of stonking good games reviewed in full, in depth and in N-FORCE!

■ Hey you the NES crew — don't despair cos we've got a veritable mound of titles to plough our way through and we'll bring the best to you next ish.

■ Tune in next month to N-FORCE #5 on sale all over the Galaxy and some other places too from **October 1**.



■ *WWF Superstars 2* and *Bart Vs the Juggernauts* are a dream for the baby green screen. Held over from this issue, you can catch them next month plus loadsa other carts for your Game Boy and then some!

Big Apple Winner

Oi! Is your name Paul Marchant from Romford, Essex, RM2 6AJ? Do you remember that compo you filled in a couple of months ago, along with a million or so other hopefuls, and forgot about? Well you just won it! Now ain't that a nice surprise.

Yes Paul, you amazingly deduced the correct answers to the BIG APPLE compo and your name was the first out of Ace's cap when the draw was made. Now you're off to New York courtesy of Acclaim, Virgin Holidays and N-FORCE. Congratulations, and we hope you get a nibble in the Big Apple.



N-FORCE CLASSIFIEDS

THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

■ SWAP

■ *Turtles* to swap for the games listed below:
■ *Super Mario 3, Track and Field, Rainbow Islands, Duck Tales*, or any racing game.
■ Write to: Kate Colclough, 103 Downs Dr, Timperley, Altringham, Cheshire, WA14 5QU.

■ FOR SALE

■ Top Nintendo games for sale, including *Super Mario 3, Mega-Man 2&3, Blue Shadow*. Games £10 —£25. Phone (0254) 264427.

■ WANTED

■ Sega or Nintendo games or console. Will consider part exchange. Phone Clare on (0438) 367406.
■ Extensive collection of Nintendo or Sega games, 8- or 16-bit, wanted. Cash awaiting. Tel: (0353) 661189.
■ UK, USA, Jap Super NES games, also wanted Sega Mega Drive games. Please Tel: (0527) 32230.
■ Game Boy games. Bought and sold at various prices depending on title and condition. Write to 35 Victoria Rd, Southwick, W Sussex.

X-GEN VIDEO GAMES

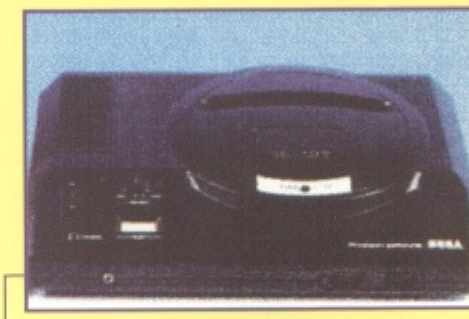
★ ★ SPECIAL OFFER ★ ★



Super Nintendo + Super Mario World + US/JAP Convertor £160.00

SUPER NES

	Price
ACTRAISER	44.00
ADDAMS FAMILY	45.00
TURTLES IN TIME	45.00
F1 EXHAUST HEAT	45.00
FINAL FIGHT (GUY)	45.00
FINAL FIGHT	45.00
GOEMAN WARRIOR	45.00
GRADIUS III	45.00
MAGIC SWORD	45.00
LEMMINGS	45.00
STREETFIGHTER 2	45.00
MYSTICAL NINJA	45.00
SUPER TENNIS (UK)	39.00
SUPER R-TYPE (UK)	39.00
RIVAL TURF	45.00
J.MADDEN FOOTBALL	45.00
GHOULS N GHOSTS	45.00
CONTRA SPIRITS	45.00
SUPER SMASH TV	45.00
ZELDA III	45.00
TOP GEAR	45.00
WWF WRESTLEMANIA	45.00
CASTLEVANIA IV	45.00
KRUSTY'S FUNHOUSE	45.00
SIM CITY	45.00
SMART BALL	45.00
BATTLE TANK	45.00
PGA TOUR GOLF	45.00
WONDERBOY AD	45.00
WORLD SOCCER	45.00
SUPER OFF ROAD	45.00
THUNDER SPIRITS	45.00
DRAKKEN	45.00
BATTLE GP	45.00
STRIKE GUNNER	45.00
F-ZERO	39.99
SUPER EDF	45.00
DARIUS TWIN	41.00
PILOT WINGS	45.00
PAPERBOY II	45.00



MEGA DRIVE

	Price
ALISIA DRAGOON	36.00
BART SIMPSON	35.00
CASTLE OF ILLUSION	24.00
FANTASIA	30.00
GOLDEN AXE 2	29.00
KRUSTY'S FUNHOUSE	30.00
ROAD RASH	25.00
SPLATTERHOUSE 2	35.00
ARCH RIVAL	35.00
BARE KNUCKLE	23.00
F22 INTERCEPTOR	30.00
FIREPRO WRESTLING	34.00
JAMES POND 2	30.00
ROL THUNDER 2	30.00
TERMINATOR	35.00
GHOULS N GHOSTS	30.00



NEO-GEO

	Price
CROSS SWORDS	70.00
MAGICIAN LORD	70.00
NINJA COMBAT	70.00
NAM 75	70.00
SENGOKU	105.00
FATAL FURY	105.00
ALPHA MISSION 2	80.00
GHOST PILOT	70.00
SUPER SPY	70.00
CYBERFLIP	70.00
TOP GOLF	70.00
ROBO ARMY	105.00
KING OF MONSTERS	80.00
BURNING FIGHT	80.00

WIN

COMPETITION!

Answer this simple question to be entered into our Monthly Draw to win a Neo-Geo or equivalent value in software of your choice.......

What is the main character's name Ghouls n Ghosts?

Send your answers with your name & address to the address below.

WIN

All orders add £1.50 P&P. Cheques or Postal Orders made payable to: X-GEN COMPUTER TECHNOLOGY & Send to:

X-Gen Computer Technology, 2 Oaks Corner, Audlem Road, Hatherton, Nantwich, Cheshire CW5 7PQ or Telephone (0270)842082

Trade in Deals available on most games

VISA **HOTLINE 081- 471- 4810** Access

ZONETEC

SUPER NINTENDO

★S.N.E.S. GAME OF THE YEAR STREET FIGHTER II £54.00★

Turtle in Time IV £44

Addams Family	£43
Actraiser	£43
Castle Vania IV	£40
Contra III	£40
Extra Innings	£40
Final Fight	£38
F1 Exhaust Heat	£43
George Foreman Boxing	£41
Ghouls N Ghosts	£41
Joe & Mac	£38
Lemmings	£40
Mystical Ninja	£41
Magic Sword	£43
PGA Tour Golf	£41
Super Adventure Island	£40
Super Battle Tank	£43
Super Bowling	£43
Super Soccer Champ	£42
Sim City	£38
Spiderman/X Men	£41
Smash TV	£38
Rival Turf	£41
Robocop 3	£43
Top Gear	£40
Thunder Spirits	£40
Toxic Crusaders	£45
UN Squadron	£41
Wheel of Fortune	£42
WWF Wrestling	£40
Zelda III	£43
Dragons Lair	Call
Faceball 2000	Call
Parodius	Call
Super Aleste	Call
Super Slam Dunk	Call
Universal Soldier	Call

UK TO USA/JAP ADAPTOR £20
USA TO JAP ADAPTOR £14

SPECIAL PRICES

True Golf Classics	£36
Vol 2 Pebble Beach	£36
Vol 2 Whale Country Club	£36

ALL GAMES USA UNLESS STATED

HARDWARE

ALL OFFICIAL U.K

SNES + 2 CONTROL PADS + PSU + GAME	£144.95
GAMEBOY + GAME + HEAD-PHONES	£65.00
GAMEGEAR + PSU + GAME	£119.00

TRADE ENQUIRIES WELCOME
TEL: 081 503 5875
FAX: 081 471 4537

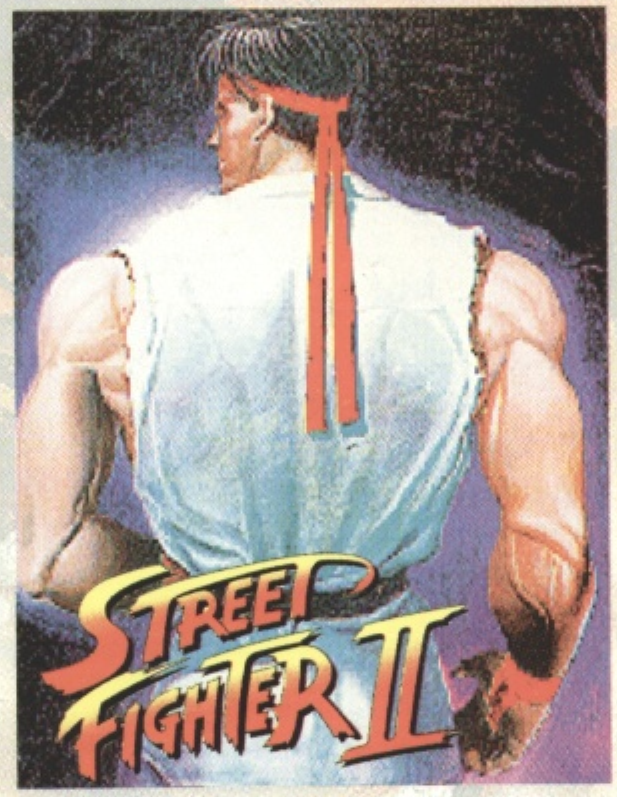
GAMEBOY

Bart Vs Juggernaught	£21.00
Batman Return of the Joker	£21.00
Battle Toads	£19.00
Blues Brothers	£24.00
Double Dragon III	£21.00
DR Franken	£24.50
Faceball 2000	£24.00
George Foreman Boxing	£21.00
Hook	£20.00
Jeep Jamboree	£24.00
Paperboy II	£24.50
Pitfighter	£24.50
Prophecy Viking Child	£21.00
Prince of Persia	£21.00
Spiderman II	£21.00
Terminator II	£24.00
Tiny Toons	£21.00
WWF Superstars II	£21.00
Yoshi	£18.00
Ferrari	£21.00

GAME GEAR

Super Smash TV	£26
Spiderman	£26
George Foreman Boxing	£26
Chase HQ	£21
Axe Battler	£18
Alien 3	Call
Monaco GP II	Call
Simpsons Space Mutants	Call
Terminator	Call

All prices inc. VAT
All Games add £1.00 P&P
All Consoles add £5.00 P&P
081 471 4810
10 Lines



IF YOU DON'T SEE THE GAME YOU WANT CALL!!!

ORDER FORM

EITHER 1...CALL ON 081-471 4810 (10 LINES)
OR 2....FILL THIS IN

GAME	PRICE	P&P	TOTAL
	GRAND TOTAL £		

NAME Mr/Mrs/Miss ______
ADDRESS ______
POSTCODE ______
PHONE ______
C/CARD ______
EXPIRY DATE ______
SIGNATURE ______

NF3

Please make cheques & Postal Orders out to ZONETEC LTD
Send order to: ZONETEC LTD, DEVER HOUSE, 764 BARKING ROAD, LONDON E13 9PJ